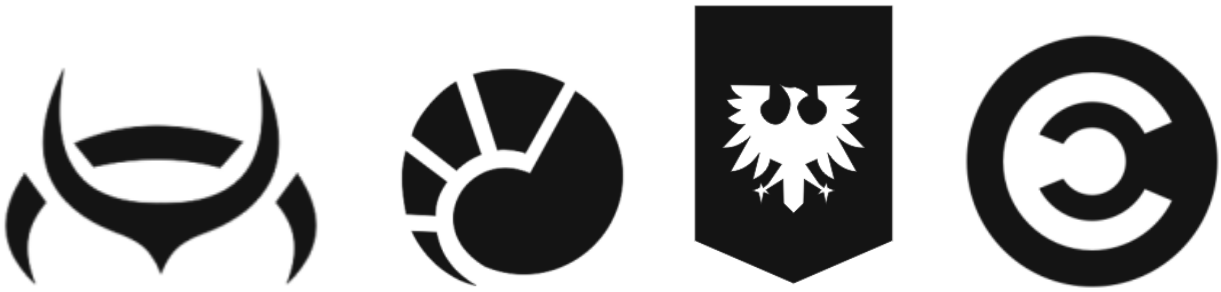
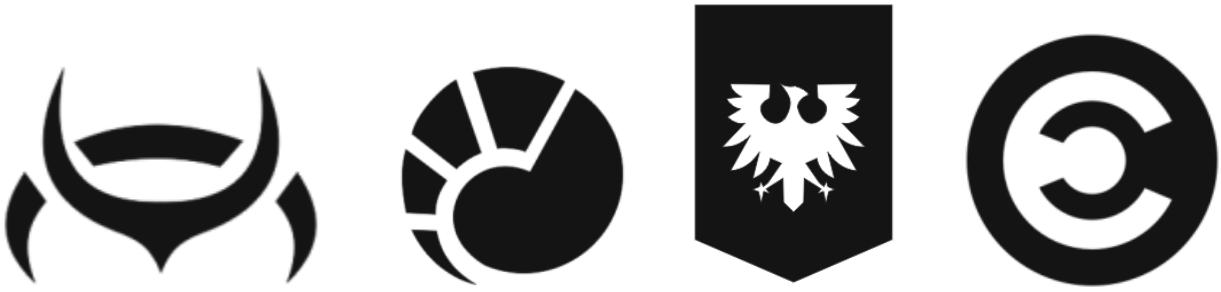


Mark726's EVE Lore Survival Guide

Version 2.6

(Current as of May 12, 2019)



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Foreword by Seismic Stan[1]

EVE Online: The Greatest Story Still Being Told

Image available via public domain

Science fiction literature has brought forth many mind-bending and society-changing stories. From the classic novels of Jules Verne, H.G. Wells and Aldous Huxley to the grand visions of Arthur C. Clarke, Robert Heinlein and Philip K. Dick. Entire universes were conjured in our minds by Asimov's Foundation series and Frank Herbert's *Dune* saga.

Cinema was quick to embrace the opportunity to portray the future of man with Fritz Lang's *Metropolis* and eventually went on to give us the ever growing extended universes of Lucas' *Star Wars* and Roddenberry's *Star Trek* along with many others, both original works and adaptations of previously written stories.

Rich futuristic civilisations have sprung forth from other sources too; Games Workshop's dystopian *Warhammer 40,000* universe and FASA Corporation's feudal *BattleTech* worlds to name just two. Comics have given us everything from *Dan Dare* to *Judge Dredd* and in recent years digital entertainment has stepped into the arena with enduring original storytelling like *Half Life* and *Mass Effect*.

© LucasFilms

But the future of storytelling is changing and EVE Online stands on the frontier.

When Science-Fiction and Science-Fact Collide

Every story mentioned above, no matter how engaging and wonderful, has one thing in common: They were all written to be enjoyed by the individual reader, viewer or player (or in the case of tabletop games, a small group). EVE Online is different.

[1] Unless otherwise noted, all images are © CCP Games.

EVE Online's universe of New Eden is an epic story told on an unprecedented scale, enacted and recorded by and for its thousands of participants. The freeform universe engulfs the player as soon as a character is created, fusing him into the story by simply being present in a single-sharded science-fiction universe.

Everyone Plays a Role

Even those participants who choose to shun the lore are still woven into the tapestry as they select their race and bloodline, starship piloting skills and then head off into the player-populated organisation of their choice. Every player becomes the citizen of a galaxy seething with politics and treachery, violence and opportunity.

The lore of EVE Online is not purely a resource for hardcore roleplayers, it's there to be passively enjoyed by everyone with even a passing interest in epic science fiction concepts. The themes colour the environment in which the metagamers plot, it provides character to the engines of mass destruction flown in huge invasion fleets and it flavours the tactical equipment options made by every pilot.

In fact, now our entertainment is so immersive, with participants so involved in adrenaline-pumping ship-to-ship combat, our bodies can't differentiate between a fictional spaceship environment and a primordial threat that triggers a fight-or-flight response. Likewise with pleasure - we get our dopamine hits from the digital stimuli of our pixelated victories. Those players who furiously claim that they are not "roleplayers" would be right in a sense; whether they are an e-sports combat pilot, a stoic fleet commander or the "King of Space", they aren't playing a role, they're living it.

No Wizard's Hat Required

Yet the depth of fiction available for those who also choose a lore-driven path of immersion is immense. With a backstory that has grown organically over the last decade, the epic interplay of warring civilisations in a universe of amoral, technologically-enhanced humans can be overwhelming for the newcomer.

But fear not, if your interest has been piqued and you'd like to know how to dip your toe in the pond of EVE lore - or perhaps even go for a paddle - help is at hand. I am proud to present renowned EVE content-explorer and lorehound Mark726's EVE Lore Survival Guide.

I approached Mark with the idea of an "EVE Lore for Dummies"-type concept, knowing his knowledge and writing style would make him the perfect author for such a project. What I expected was two or three articles providing a

quick insight. What I got was that and much more; 20,000 words of light, well-researched explanation that could be presented in short, digestible chunks. I have given it pride of place on my Freebooted blog, but I think it deserves to evolve into something more. I suspect Mark was hoping I'd stop asking him stupid questions once he'd written it, but now I have a host of new stupid questions and after reading it, I'm sure you will too.

The Greatest Story Not Yet Told

The New York Times.

NEW YORK, MONDAY, OCTOBER 31, 1938.

Radio Listeners in Panic, Taking War Drama as Fact

Many Flee Homes to Escape 'Gas Raid From Mars'—Phone Calls Swamp Police at Broadcast of Wells Fantasy

© New York Times

As EVE Online continues to grow and its capsuleers live the story as it unfolds, we can only hope that the content developers at CCP have the vision to continue to push the narrative envelope, creating content that will ensnare and inspire.

H.G. Wells had only the written word to inspire millions and by simply adding audio he managed to troll a nation. Just think what is possible with a state-of-the-art server cluster, a cast and crew of hundreds of thousands and a universe as deep and stunning as New Eden.

Go tell Asimov, the future is happening. We're living it.

Join us...

An Introduction

Hi everyone. I'm Mark726. You might know me from EVE Travel, a blog dedicated to exploring and explaining the various landmarks (spacemarks?) in New Eden, to aid anyone looking to sightsee around the Cluster, for my antics on Twitter as @WebSpaceships (because @InternetSpaceships was too long of a handle), or from just randomly running into me in New Eden or at Eve Vegas or something. Seismic Stan (who only recently appears to have rejoined New Eden) approached me a while ago (pleased don't ask me how long, it will only depress me as to how old I am and how I'm still talking in depth about internet spaceships) to ask if I was interested in writing an "EVE Lore for Rookies" blogpost. Well, unfortunately, what originally started out as "a blogpost" quickly mutated into this, for lack of a better term, monstrosity.

I had originally hoped that I would be able to cover the major points in one blog post. Indeed, in starting this Guide, Seismic Stan had mentioned to me that people were looking for a "cohesive stream of lore" to follow the story of EVE. After thinking about this for a while, I came to a realization: just as in real life, there IS no cohesive stream of lore. Rather, there are many smaller, interwoven threads of stories that come together to create a whole. I can't explain the background of the Minmatar without giving background on the Amarr. I can't talk about the Jove without explaining the EVE Gate. I can't even talk about the history of interstellar travel without mentioning and explaining, I kid you not, at least three major other related EVE plot points. The story of EVE is as interwoven as it is vast.

Still, I'm not one to turn down a challenge. This guide, available on Eve Travel and elsewhere, is an attempt to give a broad-ish overview of the history and lore of EVE (a note to you professional RPers: I'd like to think that I hit the major points in this primer, though I know I by no means hit them all. If I left something out, it was (hopefully) an intentional decision on my part, though feel free to argue it with me as necessary. If I got something wrong, please let me know). Parts of the guide will be adapted from my own blog entries, other parts will come from the so-called "prime fiction" (direct from CCP lore, either in the form of Chronicles, the occasional book, the newly released Eve: Source, or the fantastic fiction portal found on the old EVE wiki (RIP)), and others from what must be considered secondary sources (I would be remiss if I did not mention the fantastic The Hitchhiker's Guide to New Eden by Kenreikko Valitonen). For anyone looking for more information on any of these subjects, these will be your best places to start.

The demise of the Evelopedia (RIP) was a significant setback in some ways, particularly for this lore guide. A lot of the smaller bits of information that I bring into this guide simply cannot be cited to in another reputable source, which leaves you, my dear readers, in the somewhat unenviable position of having to take much of what I say here on trust (though I'd like to think that with almost a dozen iterations of this Guide that's not TOO much of a request), rather than being able to look back at the source materials that I used to formulate the Guide and explore the available information in more depth. That being said, I will leave the information that I gleaned from the Evelopedia in for now, until I find it contradicted in the new fiction website (probably, knowing me, approximately 5 minutes after spending 3 days rewriting a portion of this guide). I'm slowly filling in links to the new fiction site as I dig into it, but if you find something you think should be included, please let me know!

The guide is organized into five parts. In this first part, I'll detail the deep history of New Eden, dating back practically to our current day IRL (In Real Life), including the so-called Lost Civilizations (including the, uhh, lost Lost Civilization). The next part will look at the history of the five empires: how they came to be, why they were created, etc, as well as the development of CONCORD. Part Three (for those more interested in the yarr side of things) will be looking at the development of the various pirate and other smaller organizations. The fourth part will look at some of the technology in New Eden, including the key developments of interstellar travel, cloning, and interstellar communications, while the last section will examine some miscellaneous items that don't quite fit anywhere else.

So, let's get started, shall we?

In the Beginning

Let's start off with some very basic information. EVE Online takes place (as of the posting of this blog) in the year 23,357 AD, or YC 121 (brief sidenote: I'll return to the YC concept later on for timekeeping in the section on miscellanea; suffice it for now to say that YC 0 corresponds to the year 23,236 AD in game terms, and that the year 2019 in the real world corresponds to YC 121 in game.

The gameworld stretches over approximately 100 light-years, encompassing approximately 5,000 known star systems collectively in a cluster of stars we call New Eden (this number jumps to around 7,600 if we include wormhole space systems), collectively organized into four large nations (the Amarr Empire, Minmatar Republic, Gallente Federation, and Caldari State, which are collectively referred to as "the Empires"), a smattering of smaller ones, and, on the fringes of known space, systems entirely controlled by us capsuleers. We are completely cut off from Earth. Indeed, it's not entirely clear that Earth even exists anymore, or if there are any other humans out there in the universe. In terms of lore, New Eden scientists are not even sure if a

mythical place called "Earth" ever existed, though most people seem to agree that all humans have a common starting point, even if we aren't quite clear on where that might be. We, as capsuleers, fly amongst the stars, literally connected to our ships through cybernetic implants and direct neural links to our ships' computers, which makes them an extension of ourselves. Through the wonders of cloning technology, our consciousnesses can be sent to a new body at the moment of our body's death, meaning that we are, for all intents and purposes, immortal (…assuming we die in our pods, at least).

A brief note before I move on. At times throughout these posts, I'll make a reference to something but preface it saying that the information isn't known in game. That's one of the things that many role players focus on in this game: trying to solve the mysteries of New Eden. There are quite a few things that we, out of game, know about the game universe that the general public in New Eden doesn't know (though there are PLENTY of things we don't know out of game, either). When role playing, it's important to keep these things separate, since half the fun of roleplaying for many is trying to solve these mysteries through in-game or in-character means. If you bring up this OOC knowledge, RPers will generally politely remind you that these things may not be known. I'll do my best to set off pretty explicitly that certain information isn't known in-game or by the general public.

For those of you who are interested in RPing, most of this next paragraph is probably going to have to be considered off-limits to your character (for that matter, anything prior to the soon-to-be-mentioned Dark Ages should as a whole be considered mostly off-limits). Scientists and researchers in the game simply know almost nothing about the early years of the New Eden cluster, much less anything that took place before the collapse of the EVE Gate collapsed. For those of you who don't care and/or want to know anyway, feel free to read on, but prepared to get shot down if you ever try to talk with someone in-character (IC for short) about these events. A player-built timeline that incorporates news items and goes into more detail than the official timeline on the old Evelopedia has also been an ongoing project.

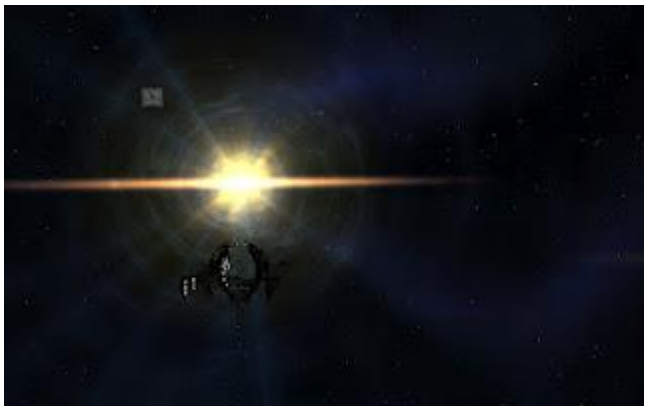
By the year 2730, humans had fully colonized our own solar system, which seemed to take much longer than necessary to colonize a few chunks of rock in one star system, but whatever. It took an additional millennium before we figured out the secrets to travelling faster than light. Things were apparently swell for the next few thousand years, as the timeline doesn't mention much of note, though some accounts mention vicious fights between corporations that control various human-colonized systems. That began to change in 7703 AD when the first known massive, (supposedly) stable wormhole formed. Humans discovered this wormhole near the system of

Canopus in 7987, forever changing the course of human history. The homeward side of the wormhole was soon named ADAM while the unexplored side was given the appropriate title of the EVE Gate. For simplicity's sake I'll just refer to both gates as the EVE Gate (I should note that Eve: Source seems to retcon out the fact that the Earth side of the Gate was known as ADAM but I like it so I'm keeping it anyway. ARTISTIC LICENSE Y'ALL). The wormhole sent explorers to a far off system that (in a burst of genius), humans quickly named New Eden. In a cluster (in again, a burst of genius AND creativity worthy of the Amarr), they named New Eden. Within two years, colonization of the newly discovered space was in full swing, with the future homeworlds of the Amarr and Gallente being purchased and colonized in 7989.

Colonization continued apace for the next few decades, spidering out quickly from New Eden into the broader cluster. Stations, some still seen today near New Eden (the system, not the cluster, see how brilliant the first settlers were?), were erected to protect the first stargates. Many planets, not all of them yet habitable, were colonized. Those not yet habitable began being terraformed (Caldari Prime, in Luminaire, being the most notable example of this). Few colonies were yet self-sufficient, relying heavily on support from Earth for money and supplies. Still, everything seemed to be going swimmingly.

However, problems in the EVE Gate itself soon appeared. It was not quite as stable as the first colonists had been lead to believe. Terrans (an umbrella term that refers to any humans that came from the other side of the Gate) quickly began to build a device to stabilize the wormhole for continued use. It was a massive undertaking; even 70 years later, it was not yet done, though it did have the words "EVE" emblazoned on to it already.

Unfortunately, the stabilizer was too little too late. On February 20, 8061, just 74 years after the wormhole's discovery, it collapsed quite spectacularly, cutting the fledgling cluster entirely off from Earth and its desperately needed support. The effect near the site of the gate was absolutely devastating. Any ships nearby were completely destroyed, and even in the modern day, the site of the Gate remains a maelstrom of energy that only the most dedicated explorers even attempt to approach. Rumor (if you can call *Empyrean Age* rumor, I suppose) has it that the remains of Terran ships can be found in and around the Gate, supposedly with technology far advanced from what we have available today. The Jove (discussed a little later in this section, but suffice it to say that they were the fifth major, but isolated, empire of New Eden), according to that same rumor, have cloaked the wreckage to prevent it from falling into the wrong hands. The Jove deny it, of course, but that doesn't stop people from looking and spreading the rumors. Beyond the immediate vicinity, the collapse of the Gate caused malfunctions in stargates across colonized New Eden.



The effect of the collapse of the EVE Gate on the colonies in New Eden cannot be overstated. Despite being open to colonization for almost 75 years, many colonies were nowhere close to being self-sufficient. Terraforming wasn't complete in many systems, and even the colonies on habitable planets often ran into problems of food supplies and other equipment. Many colonies simply died out from lack of supplies. Most of the ones that survived fell into the so-called Dark Ages, reverting to essentially feudal-level technology, reverting back to subsistence-era technology in attempt to merely survive. Eventually, four civilizations managed to climb back up into space and currently claim the stars… but that's getting ahead of myself.

Ancient Races: Dead? Alive? Lost? Found? Who knows!

As should be clear by now, there are quite a few things that we, as players, know about the Eve universe that we, as pilots in-game, do not. But there is plenty that we do not yet know, even as out-of-character players. Particularly, the "Dark Ages" of New Eden, which stretch roughly from the collapse of the EVE Gate to the re-discovery of space travel by the Amarr, are rather mysterious to both players and pilots alike. We do, however, know that the spacelanes were not empty at the time. Indeed, the archeological records indicate that New Eden was a happening place for those roughly 12,000 years between the end of recorded history and the, uhh, restart of recorded history. To date, we know of 6…ish ancient civilizations. Maybe 6 and a half? Maybe only 5? Look, it's gets complicated. You'll see what I mean in a bit. For now though, let's start with the easy ones!

Yan Jung

The first of the ancient civilizations we have are the Yan Jung. The Yan Jung settled in what is now Gallente space (conveniently, each major empire of today has an ancient civilization of their very own), in the system of Deltole. A few ruins survive to this day, but just about all we know of the Yan Jung is that they were masters of "advanced gravitronic technology and force field theories." Congratulations! You now know everything I do about the Yan Jung!

Takmahl

Some more is known about Amarr's very own ancient civilization, the Takmahl. And quite a bit more can be speculated about them based on what we do know (and, let's face it, wild speculation is the fun part of being a lore hound). First off, calling them an ancient civilization is a bit of a misnomer. Unlike the others I talk about here, they didn't technically exist during the Dark Ages as I described them above (but CCP lumps them in with the other civilizations SO WHO AM I TO ARGUE). Rather, the Takmahl date back to the early ages of Amarr space exploration. The Takmahl started off as an offshoot of the Sani Sabik (literally, "blood seed", which probably tells you all that you need to know about how cheery that lot is for the moment) faith, which, as I explain below in the Blood Raider section, is itself an offshoot of the Amarr faith (which is an offshoot of yet another faith… it's like religions are hard to stay unified or something!). Anyway, the Empire has had repeated problems with the Sani Sabik in the past (because an Empire that condones and is in fact built on the enslavement of entire races of people is apparently a little weirded out by blood-drinking, who'd've thunk?), and this time around the Empire's solution was to shove them all off planet. So in response they packed their bags, built a few cryoships, and set off into space.

Eventually, it seems likely that a group of those Sani Sabik settled in the Araz constellation, where they built themselves a heady little civilization known as the Takmahl. Although they eventually died off for reasons unknown, there are quite a few similarities between them and the Blood Raiders, and a connection between the two seems rather probable.

Sleepers

Now we get into the meaty stuff. A lot of this comes out in the chronicle Inheritance (you're going to hear that chronicle come up a LOT for the rest of this guide so just stay tuned), which was a pretty sweeping explanation for them at the time. But let's start with the basics, shall we? Sleepers are the mischievous little drones that you'll find crawling around in Anoikis (a fancy way of saying "wormhole space" or "w-space" if you want to try to fit into the RP/lore crowd), and now in k-space (or known-space, i.e., New Eden. With few exceptions, if you can see stargates in local, you're in k-space) and in abyssal space. With the release of Inheritance, a LOT of the questions surrounding the Sleepers have been cleared up, so let's dig into the basics of what we know (out of character, at least).

The Sleepers (who, somewhat surprisingly, don't yet have a fiction portal entry) were once a subset of the Jove race (to get HYPER-technical, they were a subset of the Stasis People (so named because they preferred life in stasis to real life, but, let's be

honest, sounds like a terrible 50s sci-fi movie), who in turn were a subset of the Statics sect, who favored slower change in Jove society… did I mention the Jove love to factionalize?), whose history I dive into below, when they first came to New Eden. The Jove arrived in New Eden in two parts: most of the citizenry were frozen in cryogenic suspension and connected to each other in a computer program (yes, just like *The Matrix*, though with less not-actually-economical-in-any-way using humans as power sources); the rest stayed unfrozen, taking care of the ships and the frozen citizens (if any of the ships were named Zion I'm quitting). Although most eventually did settle in New Eden, this concept of a virtual environment remained. Eventually, the Second Jove Empire stumbled its way into Anoikis, and discovered something there (we're still not quite sure what, though we can guess it may be the Talocan or the Trigvalians) that caused some MASSIVE upheaval in the Empire and (it's heavily wink-wink-nudge-nudged to imply) led to its eventual collapse. During that collapse and in the ensuing chaos, a significant chunk of the Statics decided to, in colloquial terms, say "nuts to this", reloaded themselves back into their virtual reality environments (which they call the Constructs), and fled into Anoikis where they settled amongst (and built upon) the various Talocan structures still present (I had, until Inheritance, always firmly believed that the Sleepers had settled there first, followed by the Talocan later but it turns out I was almost certainly WRONG AGAIN. Mark: 0, Inheritance: roughly 4,000). In leaving, a precious few Stasis People remained behind who knew what had happened but just kind of shrugged noncommittally when any non-Stasis People asked what had happened. The Sleeper civilization, i.e. the Jovian survivors from the Stasis People of the Second Empire, survives to this day, living in various constructs sprinkled throughout Anoikis, possibly in constructs that we haven't even seen yet. It seems that the various Sleeper enclaves we see so often are merely backup facilities. The (current) Jove refer to them often as Second Empire survivors or the like, and its highly likely that if we can ever talk to them directly, they'd have a LOT to say about what happened up to and in the collapse of the Second Empire.

We know a few things about the Sleeper's civilization in the construct. Living in the Matrix allows them, like in *The Matrix*, to do and test just about anything they want (including, perhaps, remaking a *Matrix* that doesn't star Keanu Reeves or have crappy sequels. ANYTHING IS POSSIBLE), so they were able to push the frontiers of science and technology. There were just a few simple rules if you were a Sleeper: you need to have been born in the real world, and you must always have a body in the real world to return to. Sounds simple, right? It turns out that this is SURPRISINGLY DIFFICULT. A while back, you see, an artificial intelligence, untethered to any Sleeper body, was born in the construct and eventually got loose (once again showing why

humanity can't have nice things). Long story short, this entity lodged itself in Empress Jamyl's head. For long story… long, take a peek at *Empyrean Age*, *Templar One* and some nifty chronicles. The Other has finally become relevant enough to warrant its own section in this thing (which I can only assume was its entire goal all along), so we'll get back to it later on, but suffice it to say that it is not the most pleasant thing in the galaxy and doesn't seem to have our best interests at heart.

From what we learn in Inheritance, it seems that age has not been kind to the Sleepers, and the characters speculate that the Sleepers are enduring chaotic times in their formerly-utopian constructs (I'm imagining an amalgam of every Star Trek episode where the holodeck malfunctions). The Seyllin event (discussed later), subsequent raiding by meddling capsuleers and empires, and the Caroline's Star incident have NOT been conducive to the continued existence of Sleeper infrastructure, and the fact that they're probably involved in a fight against the Other within the constructs certainly doesn't help matters. To say that the Sleepers are currently "unpredictable" given all the pressure they're under would be putting it kindly.

In character, we know that the Sleepers once inhabited the Ani constellation, and we know that at some point they moved on to Anoikis. While we do not know that the Sleepers still live in their self-made Matrix, we do know that their drones have been showing signs of activity as of late. Starting with the appearance of Caroline's Star, a new type of Sleeper drone, never before seen, started invading New Eden and scanning everything it could get its creepy little claw/hand things on. Until then, the Sleeper drones had shown little interest in capsuleers other than defending their various settlements and stations in Anoikis. With the appearance of the Autothysian Lancers and various Sleeper caches throughout New Eden, however, it is clear that whatever guides the Sleeper drones have taken a much more active interest in the happenings on our side of the wormholes. It's pretty clear that they're looking for something, but exactly what they want is as of yet unknown.

…At this point it shouldn't surprise you to learn that the Sleepers ~~were~~ are considered masters of virtual reality, neural interfacing, and cryotechnology.

Talocan

I'll be the first to say that I was, uhhhh, slightly kind of very incredibly wrong about how I characterized the Talocan prior to the release of Inheritance. I take solace in the fact that the error was not my fault; the information we had prior to the release of Inheritance was fairly scant and I felt fairly comfortable in how I had characterized them based on the information we had. It turns out I was just wrong! Needless to say, I blame CCP. Or the Goons. Or TEST. Or anyone else but me, in any case.

Anyway, it turns out that the Talocan (who, again, oddly don't have a fiction portal entry) were quite the race. As my fellow lorehound Rhavas eloquently puts it, to the Talocan, "we are gnats, mosquitoes, ants beneath their feet." Why such grandiose statements? Because while we knew that the Talocan were considered to be masters of 'spatial manipulation and hypereuclidean mathematics', we didn't realize quite what that really meant. When the Evelopedia said 'masters of spatial manipulation' they meant it. You see, the Talocan *created* Anoikis. But let's be very clear about what I mean here: I don't mean that they went all Genesis Device on us and created the stars and the planets there. No; instead they physically altered the landscape of spacetime in those systems to make creating wormholes significantly easier than they would otherwise be. I had always wondered why, out of the trillions upon trillions of stars in the universe, the wormholes we see in New Eden only connect to about 2,600 or so. It turns out that those systems get singled out by wormholes because the Talocan made them special and particularly susceptible to wormhole creation. They physically altered spacetime in those systems. Let THAT sink in for a moment. Oh, and I probably don't even need to mention it, but of COURSE we don't know any of this in-character.

Oh, they also built Dyson swarms around stars close to going supernova just 'cause they could. But we'll get back to that (much) later.

Oh, they also built Dyson swarms around stars close to going supernova just 'cause they could. But we'll get back to that (much) later.

Anyway, so the Talocan were these ultimate super-human people who could fundamentally alter spacetime and we had no idea until now. Big whoop. It's probably fine. We do know a few things about them, at least (in-character, even!). We know that they settled briefly in Caldari space, in the Okkelen constellation, letting us discover a few things about them, and we know that they settled in Anoikis after that. We also know that they created a number of epicenters in some of their settled systems in Anoikis (my guess now would be that most, if not all, Anoikis systems had an epicenter back in the day but most have been lost; that's just speculation on my part though) which seem to act as transit centers, opening up wormholes to other systems (or potentially anywhere) using the static gates that can be found there. Most of the technology has decayed over the eons, but enough still functioned that the Sansha managed to reverse engineer some static gate technology, and it's that particular boon that allowed them to invade New Eden with such gusto back in YC 112.

But we still have a number of unresolved questions surrounding them. Perhaps the most ominous question about the Talocan is where they went. Given their obvious

technological superiority, it seems very unlikely that they died out (which, when you take into account the Sleepers are still alive the Takmahl kind of, probably are, means 4 of the 5 "dead" races are still around. COME ON YAN JUNG JUST SAY YOU'RE NOT DEAD SO WE CAN ROUND OUT THE SET). It becomes much more likely, then, that they simply got bored of New Eden and went on their merry way. Where? Who knows! We also still don't know why most of the Sleeper ruins that incorporate Talocan technology seem to refer to 'quarantine' sites and a few other references to bioresearch, though it seems a tad more likely now that it is some reference to the Jovian disease, and not something Talocan-based. Also, we have no idea what their ultimate ends are, and whether they're even still keeping an eye on us. 3 spookeh 5 me, tbh.

Jove

Ah, the Jove. Part of me is tempted to just end this section here, given how complicated things get once you start heading down this particular rabbit hole. But that wouldn't make me a very good lore guide, now would it? So let's go down this rabbit hole together. For science. And internet spaceships. And maybe some cookies, or something, I don't know.

The Jove have the distinction of being the longest continuous race in New Eden, setting the record at some 12,000 years or so. The Jove were one of the last races to come through the Eve Gate before it collapsed, in the aforementioned giant supercarriers/motherships, and, somewhat ironically, one of the least technologically advanced species to come through. But, unlike most of the other colonies to come through the Gate, they had been prepared from the start to be entirely self-sufficient, and settled in nicely in what is now the region of Curse. So after the Gate collapsed, they managed to pull the First Jovian Empire together after just a few centuries. While many of the other Terran colonists were dying from famine, disease, and general suckitude-at-life, the Jovians were dying for completely different reasons: they got angry a lot and killed each other.

You see, there are two driving forces that can be found time and again throughout Jove history: an almost self-destructive need to continually improve humanity and a strong tendency to factionalize and radicalize. The early history of the Jove is replete with examples of various Jove colonies, which they often call enclaves, engaging in various research pursuits and waging internecine warfare against other Jove enclaves. Indeed, the factionalism of the Jove is well-known among the circles that study them, even in-game. Regardless, the First Empire managed to stabilize things for the Jove for quite a while, on the scale of 8,000 years or so. We should all be so lucky. Still, nothing lasts forever, and eventually a radical faction managed to seize control of the reins of the First Empire, resulting in the eventual collapse of the Empire.

From the ashes of the First Empire rose the Second, which, though run by the entirely democratically-legitimate set of Jovians that called themselves the Tyrants, managed to stabilize things for a while (and even managed to go democratic after the first set of Tyrants passed on from this mortal coil… though I'm not sure that an elected tyrant is much better than an unelected one). But there were problems. Oh my, there were problems. As I mentioned, the Jove were big on perfecting humanity, particularly through the use of genetic enhancements. This worked well for a while, leading to lifespans of hundreds of years and increasing Jove intelligence (even if it made them seem creepy and emotionless). But it eventually became clear that something had gone wrong with the process. You see, the Jove eventually started tinkering with the basic human instincts (perhaps in an effort to make 'transparent skin and overly large, bald heads' attractive on a primal level). It started manifesting itself as what is today known as the Jovian Disease. The Disease is a genetic (read: non-infectious) condition where, at some point in a Jove's adult life, they fall into an incredibly deep depression, and eventually lose the will to live (or, to steal a joke I saw on twitter, the Jove just went full-on bittervet and just got sick of logging on. Probably too much time was spent on failheap or something). Because the Jove are apparently *terrible* at small-scale genetic manipulation and limited testing, the Disease has since spread to the entire race. The Disease devastated the Second Empire, which collapsed right around the time of the Disease's appearance. Appearances are not always what they seem, however. Though it was always assumed (we all know what people, or at least my mother, always says about people who assume…) that the appearance of the Disease was what precipitated the collapse of the Second Empire, Inheritance (are you sick of hearing about that chronicle yet? I- I hope not because a LOT more is coming from it) suggests that the collapse happened not because of the onset of the Disease, but because of what the Jove stumbled on in Anoikis, which they had discovered shortly before the fall. Regardless of the cause, the collapse of the Second Empire led to what the Jove very helpfully call the 'Shrouded Days', a kind of mini-Dark Ages that the Jove don't manage to exit until the rise of the Third Empire. Few records survive from the Shrouded Days, and the Jove don't like to talk about it when asked. It was around this time that the Sleepers said "nuts to this" as previously mentioned and ran through the wormholes off to Anoikis. Given all the confusion surrounding the collapse of the Second Empire and the onset of the Disease, apparently no one noticed that huge chunks of Jove civilization had gone missing.

In a bid to save what was left of their civilization, the Jove left their home in Curse about 500 years ago and settled in their present-day space towards the east of New Eden. The modern day Third Empire is significantly smaller than the previous two (though "was" is probably more accurate if you don't mind a spoiler for 2 paragraphs from now). We know little of the Third Empire's structure. We know that it's run by something called the Jovian Directorate, which seems similar to the Caldari's Chief

Executive Panel. We also know that there are two main factions: the Statics, who want to stop tampering with the Jove genome (thinking the damage is done and that they shouldn't make things worse), and the Modifiers, who apparently love moving those alleles around (thinking that the only way out of the Disease is through the looking glass of more genetic engineering). Both of these factions date much further back than the Third Empire, of course, but these are just the current incarnations of long-standing ideological disputes in Jove culture.

Despite this lack of information on the Jove, we know they play a fairly major role in the history of the Cluster. They were the ones to first give capsule technology to the Caldari, and eventually the other Empires. They were instrumental to the creation of CONCORD a few years later, and continue to interfere with Cluster politics when they've deemed it necessary. Despite their complete isolation (just try getting into their space, I'll wait), they continue to exert a subtle, but significant, pressure on the evolution of the Cluster, often through the use of intermediary companies like Genolution and Impro. Oh, and they liked to spy on the rest of us through the use of, until the end of YC 116, cloaked observatories. At least they weren't spying on us through the living room window, I guess (they were almost 100% guaranteed spying on us through the living room window, let's be honest).

The Jove have been having a bit of a bad time of it, though, and for all intents and purposes, the 'Jovian Empire' or 'Jovian Directorate' or 'Jovian knitting circle' no longer exists (ok, maybe the knitting circle still does to help ward off depression). In Inheritance (I am officially sick of citing to this chronicle and we're only on page 14. Screw it, I just won't use its name for the rest of this Guide) confirms that in the present day, fewer than 100 Jovians exist throughout New Eden, serving as a sort of rear guard. Intriguingly, the Chronicle-That-Shall-Not-Be-Named (again) implies that many Jovians chose to leave New Eden, apparently sailing off into the West or something, but their ultimate fate in New Eden seems pretty dismal right now. Those that are left seem to mostly stay around to tidy up some loose ends, like who gets the Jove's seat on CONCORD's Inner Circle (spoiler alert: it's the schools set up by the Jove in the first place, but we'll get to the Society of Conscious Thought later).

There's one more faction that deserves mentioning: the hilariously-difficult to both spell and pronounce Enheduanni. The Enheduanni trace their history back to the days that the Jove first came to New Eden. You'll remember, I hope, those giant motherships the Jove used to travel to New Eden (it was only 2 pages ago, come on now). They were slow, clunky, and, like any good game of Homeworld, had most of its population in cryogenic stasis for the trip. But a small skeleton crew stayed awake to monitor systems, and this small group eventually became the Enheduanni faction. Not quite Jove, not quite anything else, they seem to take a more proactive approach to events

throughout the Cluster. They also acted as a go-between between the Jove and the Sleepers, maintaining a presence in both the Construct and the Cluster (that's an indie band name if I've ever heard one). Separating the speculation from the (few known) facts on them is difficult, but feel free to get a lot of RPers to groan when you bring them up. The Jove were not a big fan of the Enheduanni (possibly because of their dumb name), apparently for their love of intervening with the rest of the Cluster. So, for those keeping score at home, that leaves us in this section with 2 empires, one Directorate, a splinter sect of one of those empires, and an anti-Jovian Jovian faction of Enheduanni all floating around in a Jove history replete with advanced technology and them spying on us that all collapsed because they went bittervet on us. And that's not even touching the Drifters that we get to later on.

Ah, the Jove.

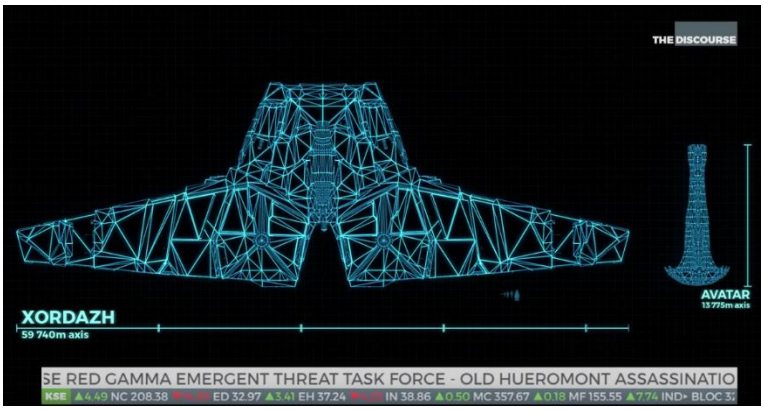
Triglavians

Everyone's new favorite boogiemen have made a, shall we say, large splash in the interstellar pool. With the appearance of Abyssal space, we've learned that there is yet another Terran civilization that survived until the modern day (at this point, there seem to be more surviving Terran civilizations than citadels surrounding Jita, and that's saying something). Unlike the other civilizations we've discussed here, we had no real inkling that they existed until they started appearing in YC 120 (though, perhaps, they fill in some of the gaps we've had of major threats that other civilizations have, at times, reacted to… have I qualified that enough for you?).

Anyway, we don't really know yet where the Triglavians really fit into the grand scheme of things. In fact, we don't *really* even know if they're even technically an 'ancient race' and I really only shoehorned this section in here because they have the word 'Precursor' in their ship skill names, which is a pretty good indication that they... precurse... something, and that something is probably New Eden (at least as in its modern incarnation). Of course, there's plenty of speculation running around (and, frankly, even ignoring the precursor skill names, chances are very good that they're related to that hydra-headed, kill-one-branch-and-three-more-spawn precursor civilization that is the Jove), but the fact remains that as of now, at least, they're a bit of a mystery. Which hasn't stopped the tinfoiling out of whatever little scraps that the Eve lorehounds can get their hands on, of course (and, frankly, I'd be disappointed in us if it did).

All of those little scraps that we know (so far) has been nicely encapsulated by Uriel Paradisi Anteovneucci in a forum post here, and part of me is tempted to just link that and leave it there. But that's boring! I'll make my own write up of the Triglavians! With blackjack! And hookers! In fact, forget the writeup!

The Triglavians, whoever they are, showed up in the middle of YC120, after large Drifter fleets began appearing across New Eden. A completely unknown cruiser was eventually captured by CONCORD special ops and quarantined outside of a station for a few days before docking up in Yulai, which was the first actual appearance of Triglavian tech that we're aware of (though undoubtedly the race was known in some circles beforehand). Since then, capsuleers (with some, dare I say, encouragement from the Triglavians) have gained access to abyssal deadspace, which is primarily (though not entirely) inhabited by the Triglavians. We don't know if that's their current home space, but they certainly have a strong presence there. Since they've shown up, they seem to be pretty excited to let us capsuleers (whom they refer to as 'augmented foreign narodnya') in to more and more of their territory, even going so far as to release a memetic worm firmware update to allow the filaments we use to enter abyssal deadspace to allow 3 frigates enter the deadspace complexes, as opposed to just one cruiser.



They've continued to encourage contact with at least some aspects of New Eden society. In March of YC 121, the Triglavians hijacked billboards across New Eden to give us their longest exposé yet on their views on the state of the cluster (and has forever left us with mems referencing the need to align the flow of Vyraj). More recently, explorers willing to dive into tier 5 abyssal deadspace pockets have run across shipyards that dwarf even capital shipyards, suggesting that the Triglavians are constructing a ship that may even dwarf titans. Shortly after the shipyards were discovered, capsuleers who had possession of semiotic consoles started receiving messages from Triglavian clades, some of which appeared to contain portions of a wireframe model of a truly gargantuan starship, while others suggested the Triglavians were spying on systems in New Eden and on capsuleers specifically. Eventually, the full wireframe was released, displaying the basic specs of a "world ark" ship classified as Xordazh-class that, according to the message, has recently been approved for construction. The Xordazh-class ship dwarfs even titan-class vessels. It's probably fine. No need to worry, at least until they start talking about extirpation of capsuleers.

Given that we've only been aware of them for a few months now, we've managed to piece together a decent amount of information about the society of the Triglavians (thanks Uriel!!), almost entirely from what info we find in the 'show info' screen of the various Triglavian ships and structures and from Triglavian caches. Probably the most important is their love of the number 3. Seriously. It's everywhere. Ships, engines, division, heck, their name has 'Tri' in it for heaven's sake. I'm not saying that they genetically engineered their bodies to have 3 arms, but I *am* saying they probably seriously considered it and funded a few experimental studies to the effect. Of course, this means that not a few people are scouring the depths of Eve lore for any reference to the number '3', but at least that 'someone' isn't me.

Anyway, beyond their obsession with the number 3, the Triglavians operate under an umbrella Triglavian Collective. The Collective operates as the overarching government for the (you guessed it) 3 major tribes of the Triglavians, what they call Clades. Those clades are Perun, Svarog, and Veles. Generally (and as Uriel points out), the setup of the Collective seems pretty similar to the Minmatar in a lot of ways: the 3 clades operate pretty independently in most ways, and the Collective machinery only really kicks in when a race-wide decision needs to be made (using something called the 'Convocation of Triglav Outside the Struggle' as a form of deliberative assembly, which, frankly, is an outstanding name and something that I think all legislatures should start naming themselves after). Each of the clades are responsible for at least one of the Triglavian ship designs we've seen so far (and each of those ship designs takes its name from a subclade (subdivision of a clade) within that clade). The Perun clade has given us the frigate (Damavik) and battlecruiser (Drekavac) designs, the Svarog clade has given us the destroyer (Kikimora) and cruiser (Vedmak) designs, while the Veles clade has given us the Leshak battleship. 'Provings' are a big concept in Triglavian society; generally, a ship can't enter service until it's been 'proven' worthy to be flown (through a combat trial, because of COURSE it's combat; an actual courtroom trial would be far more boring). The fact that the Triglavians have given us access to their proving grounds lately is all the more significant in light of that, and some of their communications have suggested that they are waiting to see if capsuleers are worthy of… something (joining them? Not being wiped out? The possibilities are endless!).

Although new to us as capsuleers, the Triglavians seem to have some deep history with some of the other organizations in New Eden. We know that they do NOT get along with the Drifters (whom they refer to as 'Ancient Enemy Azdaja'). Indeed, there's a good chance that in any particular visit to abyssal deadspace you'll either see Drifter and Triglavian forces battling it out or the immediate aftermath of those battles. We don't really know yet what set the 2 against each other; all we see is that they had an

encounter that led to heavy losses, and that triggered the mobilization of the clades. Since then, they've been fighting in and out of abyssal deadspace, and the Triglavians have since said in their communication in March of YC 121 that the ancient enemy must be ‘extirpated’ (which, frankly, is a great word that needs to be used more). There’s been some suggestions that Drifter industrial infrastructure is getting somewhat strained by this ongoing fight; we’ve seen some newer generations of Drifter ships that have fewer capabilities or showing unrepaired combat damage while in abyssal deadspace.

Beyond the Drifters, we also know that the Triglavians also have a relationship of sorts with rogue drones (whom they term 'Deviant Automata' and I don't really know why I think that's cute but I do). Uriel's summary doesn't state it explicitly, but I'd guess the rogue drones (for their own inscrutable reasons) reached out to the Triglavians in hopes of getting... something. But the Triglavians seem to be very much of 2 (surprisingly, not 3) minds about it. The Svarog clade considers them 'irredeemable', and rejects any kind of relationship with them. The Veles clade, though, sees them as valuable possible allies, and wants to work with them more. The Perun clade has been undecided so far, leading to a deadlock within the Convocation (and, I guess, meaning that they really are of 3 minds on the subject).

The last group that the Triglavians seem to take a particular interest in are the Sansha, whom they refer to as ‘Hivelinked Foreign Narodnya’. From what we’ve seen of references to these narodnya, it’s suggested that the Sansha have tried to do what they do best: capture tech or people from the Triglavians and try to ‘corrupt’ them into new 3-obsessed Sansha, presumably. Either way, they don’t appear to have gotten onto the Conclave’s good side, for these entities too must be ‘extirpated’ (no, seriously, I’m bringing this word back).

One final note: I really, really, really love the terribly-translated-Soviet-English vibe I get from Triglavian names and whatnot and frankly I want more, MORE I SAY, Triglavian words. It turns out that Triglavian language (which, shockingly, is based on the use of triangles) has been pretty heavily translated into English by capsuleers. You can find the Triglavian alphabet here.

Also, looking back on this, remember when I said I wanted 'more information' earlier? Yeesh. Anyway, moving on!

The Empires

In the last part, we looked at some of the deeper history of New Eden, dating back to the discovery of New Eden itself. In this part, we're going to be looking at something a little nearer and dearer to all of our RPing hearts: the history of the modern day empires and their current statuses. This is by no means intended to give you the full breadth of information on each of the empires. It won't make you qualified to be a talking head on a news program (you know, if there were qualifications for that kind of thing), but it should be enough to point you in the right direction and at least make for some witty and charming dinnertime conversation. We'll be covering the four empires in separate sections before turning our attentions to those lovable scamps in CONCORD.

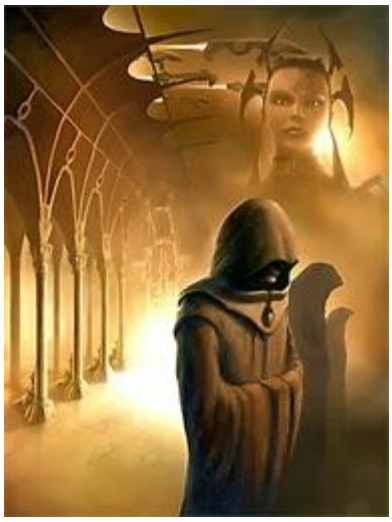
The Amarr Empire: God Has a Plan

We start with the largest and, depending on who you talk to, most diabolical of the four nations of New Eden: the Amarr Empire. Two parts theological empire, one part bureaucratic morass, with a sprinkling of lifetime indentured servitude for just a bit of flavor, the Amarr Empire is founded on the idea that the State and the Church are one. Thus, the Emperor (currently Empress Catiz I, though the Amarr have had a nasty habit of rotating leaders faster than you can say 'theocratic monarchy' lately) is both head of state and head of the church. As with many religions, the Amarr religion is built on the idea that the only way to attain God's favor is through following the Amarr path and only the Amarr path; this idea has led to a number of "Reclaimings" throughout Amarr's history, as they try to save the rest of the Cluster. The itty bitty, teeny weeny little footnote to that is that the only truly "saved" people are the True Amarr; anyone who can't trace their bloodline to the True Amarr are only saved if they serve the True Amarr (and even then, it's only the afterlife equivalent of a Holiday Inn compared to a Ritz Carlton if you're a True Amarr, but at least it's not a dumpster). And if you don't willingly serve the Chosen People, then the Amarr will be happy to provide you room and board and work for life in exchange for no pay and little hope of relief. Indeed, the Amarr's slave control technology is cluster-renowned, with only the Sansha having more effective techniques, and those involve turning you into a zombie.

History

The Amarr are notable not just for being the largest nation in New Eden and for being slavers: they also have the singular distinction of having the oldest recorded history, dating back almost back to the collapse of the EVE Gate. The Amarr Scriptures record the early history of the Amarr race, but like any book going on 15,000 years old, it's

entirely possible that some things may have been lost in translation over the millennia. Still, being able to trace your history that far back as a civilization is pretty neat.



The Amarr Empire originally started as a split off sect of the Unified Catholic Church of Mankind (not that they remember this). They eventually made their way through the EVE Gate and settled on a planet called Athra around 8000 AD (most of these older dates are initially from the Timeline or other articles on the old wiki; as of now, the fiction portal doesn't seem to have translated a lot of these over but I'll provide cites where I can and remove the remaining references ~~over my dead body~~ when I see a hard contradiction otherwise). Don't recognize the name 'Athra'? Well, the sect settled themselves on a portion of Athra called Amarr Island after the other colonists rejected the Amarr for their even-then crazy religious beliefs (spoiler alert: the Amarr like to name things after themselves; maybe lack of creativity is a New Eden thing). They were led by Dano Gheinok, who is generally recognized as the first prophet of the Amarr faith (creatively called just the Amarr faith; I think it was something in the water).

After the exile, like the other empires, the Amarr degenerated both technologically and socially as support from Earth was cut off post-collapse. The island eventually splintered into a number of city-states who had little contact with each other. Although the church persisted through this time, it was rather decentralized and unable to exert much control over the various warlord-governed factions.

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The status quo was maintained for an impressive 8,000 years or so (proving that armor ships aren't the only Amarr things that are slow and plodding) until a guy named Amash-Akura entered the history books around 16450 AD. Amash-Akura was the warlord of the city-state of Dam-Torsad, and he came up with a brilliant idea: if the two driving forces of the island were the warlords and the religions… maybe you could try combining the two and seeing what happened? He quickly earned the approval of the church, such as it was at the time, and by 16470, had conquered the entirety of the island through a combination of diplomacy and brute force. The warlords who capitulated without violence were named Amash-Akura's Holders, and the most loyal

Holders were brought together in his Council of Apostles. The union of church and state complete, he was crowned Emperor by the church, and got a fancy new royal symbol to boot (the symbolism of which is actually kind of neat but this guide is long enough already).

Under the reign of Amash-Akura, the Scriptures record that sefrim, or angels, guarded over the island, overseeing an unprecedented era of prosperity. Even without divine (or, as some theorize, Jove) influence, the historical records are clear that the island experienced a renaissance, which was undoubtedly well-overdue after 8,000 years of Civilization-type wargames. Amash-Akura allegedly reigned for about 100 years. It was around this time that Molok, a member of the Council of Apostles, attempted a coup against Amash-Akura. The Scriptures record that the emperor requested help from the sefrim, and when they refused, he banished them. In response, he aged all 100 years of his reign in a single night. Many historians, however, believe that Amash-Akura didn't reign all 100 years. Rather, he died early on, and the Council of Apostles attempted to assume his identity, which Molok then tried to expose. Either way, Molok lost, Amash-Akura was either recently or long dead, and the Empire carried on.

The rebellion, however, devastated the countryside. In order to gain protection, many of the commoners of the island sought out Holders, and began working the Holders' land in exchange for protection, thus proving the feudalism was not just a Middle Ages thing. Things stabilized to a nice and quiet (dare I say slow and plodding?) pace.

After a few thousand years (I mentioned the Amarr were a tad slow, right?), the island began to reach a critical mass; there simply was no more room to put people. Tensions were relieved by the arrival of the Udorians in 20022 AD. Whereas the Amarr had settled originally (before that whole exile thing) on the northern continent of Assimia, the Udorians had taken the two southern continents. Free to develop technologically (i.e. without a church to hold them down), in the 12,000 years since the collapse of the EVE Gate, they had managed to create… boats. Not nuclear submarines, not cruise liners, or anything, just plain old boats. Something tells me the Athrans weren't going for a science victory, if you know what I mean.

Anyway, in order to keep the commoners from seeing how wonderful freedom is when it lets you develop boats, the Emperor at the time decided to throw them into a religious fervor. Citing Scriptures for the proposition that the Amarr needed to convert the non-believers, the empire launched its first Reclaiming against the Udorians in 20078 AD. The Amarr eventually mastered the awesome power of boatcraft and was able to take the war to the Udorians, who were not exactly the most cohesive and organized of people. The Amarr began pressing captured Udorians into service in order to man the boats (starting a long and proud tradition of slavery in the process), and

before long, the Amarr made real headway on the southern continents. It was at this point that the Udorians decided to get their crap together and offer a real resistance.

Bogged down in the south, the Amarr then turned their attention to the source of their mommy issues in the first place: Assimia, the continent from which they were originally exiled. Now filled with a variety of tribes, the Amarr first set about with their standard Reclaiming tactics: kill the non-believers and take them as slaves. But these nomadic tribes were actually fascinated with the Amarr religion, and soon the Amarr realized that they had potential allies on their hands. In exchange for converting to the Amarr religion, the nomads would help finish the fight with the Udorians. The nomadic tribes eventually earned the collective nickname of "Khanid" or "little lords."

With their newfound Khanid allies, the Amarr eventually managed to finish the conquest of the southern continents. With the two southern continents, Amarr Island, and much of Assimia conquered, the Amarr consolidated their holdings instead of immediately pressing on to the heretofore unexplored eastern hemisphere. The conquest had spurred technological innovations of all sorts (perhaps adding the all-important "rudder" to the aforementioned boats). During this era of consolidation, the various great houses began to emerge, such as the Khanids and the Ardishapurs. They controlled vast swaths of territory, and were only nominally responsible to the then-dominant Council of Apostles. Eventually, however, there was a hunger for more slaves, and the Amarr pressed on with their Reclaiming of Athra. By 20544, the Amarr had conquered the rest of the planet and, in a move that once again called Athra's water quality into question, renamed it Amarr Prime.

At the same time, the Amarr were turning their attention to the stars, with the first rocket flights leaving Amarr's atmosphere in 20536 AD. Within a few hundred years of conquering the planet, the Amarr had made it into space and begun exploring and colonizing the rest of the system. Progress for the Amarr was slow (shocking, I know), but that changed in 21134 AD when they stumbled across the ruins of a surprisingly well-preserved Terran stargate, which let them reverse engineer the technological principles behind it fairly quickly. They quickly realized the promise of the new/old technology, and set about constructing a companion gate in Hedion (it's mildly surprising that they didn't just call this Amarr 2: Electric Bugaloo), the closest star to Amarr, with the gate opening for use in 21290 AD. With the cluster now as their oyster (that's admittedly a metaphor I've never figured out), the Empire began spidering out from Amarr, with the Emperor soon granting the more powerful families vast swaths of interstellar space. Around this time, some issues cropped up with both the Equilibrium of Mankind and the Sani Sabik, but frankly this section is already bigger than intended and I'm not even close to being

done yet so we'll just come back to them later. Just note that this is about the time that Amarr had issues with the crazies (as opposed to all the *other* times they dealt with crazies).

Like, you know, the crazy emperor. In 21346, Zaragram II was chosen by the Council of Apostles to ascend to the throne. Things started off innocuously enough, until Zaragram decided that he was the new divine manifestation of God in the universe (as opposed to merely being God's representative, I think. Theology confuses me sometimes). He attempted to rewrite the Scriptures to place himself as the central figure of the story, and even tried to build his own City of God to prove his divinity (no this entire paragraph wasn't included to pimp my blog, definitely not, don't be ridiculous). Startled by his increasing craziness (which, let's face it, for an Amarr is really saying something), his own grandson, Inire Ardisapur, assassinated him in 21460 AD. Inire's fame in the assassination and restoring the old Scriptures led to the formation of the Order of St. Tetrimon, who to this day see themselves as preservers of the "true" Amarr scriptures and general maintainers of Amarr culture.

As if things weren't busy enough around then, during Zaragram's reign, slavery began to die out. You see, while slavery is horrible and all, many Amarr had enough human decency to release their slaves once a Holder felt the slave was pious enough. Since there hadn't been much of an infusion of new blood into Amarr society in quite some time, this meant that slavery was slowly fading as an institution as it was becoming prohibitively expensive to acquire new ones. Only something crazy like finding a completely new race of humans to enslave would save the institution at this point, which of course meant that the Ealur were discovered in 21423. The Amarr, in now familiar fashion, started a Reclaiming, a new slave population was secured, and slavery enthusiasts everywhere breathed a sigh of relief.

A few hundred years after Zaragram's disastrous reign, Emperor Heideran V, a Kador, decided that he too would like to make a power grab, it apparently being the style of the time. Alarmed and having seen this ploy before, the Council attempted to eliminate Heideran. Unlike Zaragram, however, Heideran was actually sane, and managed to get many of the most powerful families on his side, including the Kor-Azor, Ardishapur, Sarum, and Khanid (all names that should look at least vaguely familiar), and began enacting the Moral Reforms. Although these five families were members of the Council of Apostles, they didn't have undisputed control of the Council. After encountering resistance to his reforms, Heideran declared the Council dissolved. Needless to say, the Council disagreed with that assertion. And so the Empire decided to go to war with

itself. Never forced to fight technological equals before, the two sides of the Amarr Navy initially managed to cancel each other out. However, after over half a century, the Sarums and the Khanid learned the value of having actual strategic combat, and the Emperor's side eventually won out (to be fair to the Amarr, not much strategy is necessary when the empire invades a planet only just discovering the concept of 'pointy rocks').

After the war concluded, the Emperor, along with his newly minted Theology and Privy Councils, finished up his Moral Reforms, bringing the Empire into the form we're familiar with today. This involved heavy modification of the Scriptures to hand over more power to the Emperor. The Order of St. Tetrimon, however, reared its head to save at least some of the original text. The Reforms are generally regarded as ending in 21950 AD. Afterward, Amarr exploration continued in its slow, plodding pace. The Ni-Kunni were discovered around this time, but given their low technology level and willingness to embrace the Amarr faith, they were incorporated with little difficulty.

In 22355 AD, the Amarr ran into another small tribal culture. You've probably never heard of that crazy tribal nation called the Minmatar. Without delving into too much detail here, suffice it to say for now that the Minmatar Empire spanned 3 systems at the time of discovery. The Matari were the first species the Amarr encountered who also had attained interstellar flight, and the Amarr held off and observed the Matari for quite a while before beginning to skim off populations in small strikes. It took another 125 years before the Amarr finally struck big. During a freak storm that cut off communications across much of Pator, the Amarr struck, lifting millions off the colonized planets in the system into slavery. That day quickly became known as the Day of Darkness. It took another 5 years, until 22485, before the Matari systems were completely incorporated into the Empire. Having learned a few tricks from the Ni-Kunni, the Amarr tried to entice the Matar with both honey and vinegar. Eventually, Amarr wooing won over the Nefantar tribe, who won much more autonomy than the other tribes in exchange for helping the Empire find the last few free Matari holdouts.

Following the conquest of Pator and its colonies, the Empire entered into an almost uninterrupted peace that lasted nearly 700 years. The Empire, following the well-established axiom of "if it ain't broken don't fix it" continued plodding its way slowly across the Cluster (here's a fun drinking game (the drink can be water and you can just be very well hydrated if you'd prefer): drink for each time I use the word "slow" or "plodding" in this section). Unfortunately, this era of peace ended with the ascension of Heideran VII to the throne in 23041, which led to the Empire losing the Khanid (see the

section on the Khanid Kingdom below for more information), one of the 5 Heir families. Following that, the Theology Council made the surprising move of elevating the first Udorian family, the Tash-Murkon, to Heir status. This was the first time a family of non-True Amarr ancestry was eligible for the throne.

As you may have noticed, we're not all Amarr slaves, so at some point, the Amarr were bound to run into someone that they couldn't Reclaim. That happened in 23180 AD, when an Amarr scoutship discovered a Gallente scoutship. In my mind's eye, the event went down as two incredibly wary 10 meter cats in space, slowly circling each other and eying each other up, which is both terrifying and adorable at once. The Amarr blinked first, activating a cyno, which scared off the Gallente (who hadn't seen one before), who ran off using a warp drive, which then scared the Amarr (who hadn't seen that before), who also ran off. I knew this cat analogy was going to work out. …Except the part where they initiated a diplomatic exchange, I suppose.

Anyway, it turns out the two nations hated each other. One liked to enslave people, and the other found that, uhh, not good. But because the Gallente were essentially technologically and economically on par with the Amarr, the Empire was hesitant to attempt what would undoubtedly be a costly and gruesome Reclaiming, even if the Gallente were godless heathens. Both sides realized that they could not fight one another and, in an effort to quell simmering tensions, entered into the Gallente-Amarr Free Trade Agreement in 23210. In a shocking turn of events, politicians gave a name to something that wasn't entirely accurate, as the GAFTA imposed significant limitations on trade for both sides. But it was a start.

The Caldari eagerly introduced themselves to the Empire in 23187, hoping to find a new ally against the Gallente. But like most overeager people trying too hard to make friends, the Amarr ended up being put off by the Caldari (the lack of wanting to be slaves for the rest of their lives might also have had something to do with it).

Whereas the Caldari were overeager schoolchildren, the Jove were the creepy loner kids. They popped up on the Amarr border in 23191, announced that they existed, and then left. Taking this as a sign of weakness, the Amarr set their eyes on the Jove in 23216, being in a conquering mood at the time, and leading to the very, very short-lived Amarr-Jove War. The war consisted primarily of the Amarr getting their butts handed to them at the Battle of Vak'Atioth (the system, now called merely Atioth, unfortunately has no wreckage from the battle. Trust me, I've checked. Repeatedly. It- it's kind of a sore point with me). *Templar One* suggests that the impetus for the war was the result of some internal political strife led by Jamyl Sarum's father.

The Minmatar, sensing opportunity, chose the Empire's defeat at Vak'Atioth to begin their Star Warsian rebellion against the Empire, with millions of Amarr dying in the first few days. The Amarr were completely unprepared for a rebellion of such magnitude, and they quickly retreated out of Minmatar space. By the end of 23216, the Minmatar had claimed much of the modern day Republic, with sympathizers among the Minmatar (primarily the Nefantar) settling into the current day Ammatar Mandate to create a buffer zone between the two nations.

After the rebellion, things settled down quite a bit for the Empire. Fearing the Gallente would also take advantage of the newfound Amarr vulnerability, Heideran (remember him?) began negotiations for a Caldari non-aggression pact, entered into in 23222. The assault of peace continued in 23230 when Heideran agreed to enter into the negotiations that ultimately led to CONCORD. Tensions continued to simmer a bit with the Gallente, but capitalism proved its mettle by ultimately winning out over both sides.

Modern history of the Amarr arguably starts with the death of Heideran, who had recently published his magnum opus on the future of New Eden, the Pax Amarria. With Heideran's passing in YC 105, the search for a new Emperor began, with Doriam II, the Kor-Azor Heir, eventually winning out. The Doriam Imperium was fraught with tensions, culminating with his assassination in YC 107. With the Heirs unwilling to give up their newfound power after only two years, the Empire collectively shrugged its shoulders and dealt with the Regency of Doriam's court chamberlain, Dochuta Karsoth.

Karsoth's regency was, to put it kindly, an unmitigated disaster. Heirs went crazy and then were born again, Holders fought Holders, and the Order of St. Tetrimon (yes they still exist) was allowed back into the Empire

Things culminated for the "good" regent in June YC 110. The Starkmanir, the Seventh Tribe of Pator that was long thought to be extinct, had recently been discovered tucked away in the Ammatar Mandate. Within a few weeks of discovery, a massive Matari fleet, led by the Minmatar Elders and constructed in secret, shut down CONCORD and invaded Amarr space. The invading fleet rescued scores of the Starkmanir, and then did what any good invading fleet should: sack and pillage. The fleet got as far as Sarum Prime, one jump from the Throne Worlds and home of the Sarum family, when they were stopped by one Jamyl Sarum. Sarum, one of the Five Heirs during the Doriam succession trials, had been presumed dead due to, you know, society and millennia of tradition demanding it of her (we'll discuss that a bit below). But apparently this all

worked out for the best, as Sarum was able to stop the invading fleet with what was apparently a Terran superweapon (fleshed out more in *Empyrean Age*). The Amarr then declared war on the Minmatar, starting up the faction wars (though to be fair, just about anything, including the Amarr finding more things to name after themselves, causes Amarr to declare war against the Republic). With the Empire secure, the Theology Council again apparently decided to say "screw it" to the Succession Trials, and we had ourselves a new Empress.

Oh, and did I mention that it turns out Karsoth was really a Blood Raider sympathizer and he got exiled and later executed? Man, you just don't get this kind of excitement in Gallente space.

The reign of Jamyl saw its ups and downs. Perhaps the most notable event (and since I'm the author I get to say what's notable) demonstrated that the Amarr Empire, for all I make fun of them, is still capable of semi-decent acts now and then. First off, Jamyl declared soon after taking power that any slave of ninth generation or up was emancipated. This obviously sent shockwaves throughout the Empire and Republic alike, as the Holders hadn't exactly been consulted about losing around 800 million members of their workforce, and the Republic wasn't quite prepared to handle 800 million new citizens. I realize this is a bit like saying "see, they decided to kill *fewer* people so good for them" but a start is a start, I suppose. For a while, Jamyl disappeared from the public eye, leading to rumors and speculation that she had taken ill in some way. It PROBABLY had something to do with the voice that lived in her head, but let's face it, getting a rogue hyper-intelligent AI to take up residence in your noggin probably doesn't exactly do wonders for your health, now does it?

Naturally for Eve, Jamyl's story doesn't end happily. A few months before her untimely demise, Jamyl had started making public appearances again, ostensibly to show off the upcoming commissioning of the Empire's new flagship, a specially-fitted Abaddon-class vessel to be named TES *Auctoritas*. Her public reappearance coincided with the Drifters becoming more and more aggressive in their pushback against Cluster powers and, inevitably, the two storylines became more and more intertwined. Indeed, the Drifters seemed particularly rattled at the prospect of *Auctoritas*'s commissioning, leading not one but two assaults against the station where the vessel (with advanced, but unspecified, weaponry) was being constructed. If you can't see where this is going, spoiler alert: Jamyl dies. On the day *Auctoritas* was to be commissioned, the Drifters attacked Jamyl's titan in a lightning strike, downing it in an alpha-strike using their doomsday weapons, and really rubbed it in by podding her moments later. Within hours, Court Chamberlain Pomik Haromi confirmed the death of the Empress.

Unsurprisingly, this led to the Empire issuing a formal declaration of war against the Drifters. On the plus side, Chamberlain Haromi decided NOT to be a megalomaniacal cultist sympathizer and promptly organized the Succession Trials. Catiz Tash-Murkon won the trials and assumed the throne without major incident in September of YC 118. Notably, Empress Catiz is the first ruler of the Empire who isn't of purely True Amarr descent (although the Udorians hail from Athra, they did not originate on Amarr Island). There's been some indication (brutal nerve gas attacks and outposts found throughout Amarr space are, in fact "some indication" so I am technically correct here) that some so-called "purists" feel that it was illegal for her to assume the throne given her lineage (or lack thereof), but they didn't cause much trouble at the time and seem to have disappeared from the news stories since. Given the shenanigans surrounding Jamyl's ascension, however, most people in the Empire (including the Theology Council and the Order of St. Tetrimon) were more than willing to let it slide.

Catiz, a successful entrepreneur before she assumed the duties of Heir, is one of the richest people in the Cluster even BEFORE assuming the Throne and should be bringing an interesting new perspective to governing, especially given the sizeable economy of the Empire. She alluded to a new direction for the Empire in her coronation speech, and has already termed her reign the start of a New Era. Given her business background, we might expect a more pragmatic approach to the Empire's affairs, but for now we can only guess what CCP has planned (and hope that they remember that the other Empires exist… seriously, when's the last time the Gallente had anything major happen?!).

Social Structure

The government of the Empire is delightfully complex, as you might have guessed, as it is essentially a modern day feudalist structure. Each governance layer can do whatever they want within their territories, as long as it doesn't violate Scripture or law from higher up the chain. On the very top we have the Emperor, who can basically do whatever the heck he (or, as the case may be, she) wants. However, while her edicts are often unquestioned, she only really can exert direct power over the labyrinthine Amarrian bureaucracy when present in person to see that her orders are carried out (it turns out that Amarr never learned its lessons from Trantor). Below the Emperor sits the rump of the Council of Apostles, the Privy Council. The various Heirs have a seat at the Council table, as do the heads of the various ministries, as well as the Court Chamberlain, who can often act as the voice of the Emperor and governs over the Empire during interregnums as regent. Speaking of the Heirs, each governs a

portion of the Empire (with either the region they rule or the home planet generally being named after the various Heirs, in a continuing display of Amarr humility).

The ~~five~~ six-ish Heir families are the Ardishapurs, Kadors, Tash-Murkons, Kor-Azors, and Sarums (the Khanids were allowed to participate once again but their formal status is still a bit… unclear), with each house having their own political views on both social and foreign policy issues. The new Heirs are Arim, Hamideh, Tunir, Ersilia (who I am guessing will not be space-Batman (or Batwoman) like her predecessor), and Arrach, respectively (with a suspiciously-similarly-looking-to-a-young-and-cloned-Garkeh Farokh closing out the set). The Ardishapurs are generally seen as the most religiously conservative House, advocating that the Empire adhere to Scripture as much as possible. The Kador family's primary aim is restoring/celebrating the grandeur of the Empire while maintaining strict splits between the various classes of society. The Tash-Murkons, as I've noted, are newcomers to the whole Heir thing, and perhaps because of that they are seen as more liberal than the other Houses, preaching mobility between the classes and allowing just about anyone to become a Holder, regardless of background. The Kor-Azors are generally the diplomats of the Empire, seen as centrists who seek compromise between the various blocs. Finally, the Sarums are most well-known for their aggressive (or, for those less diplomatic, war-mongering) foreign policy stances while maintaining a fairly conservative stance on social issues at home. The Khanids, generally seen as a tad more liberal than mainstream Amarr thought, have also been granted a seat by Empress Jamyl in light of the Kingdom's recent rapprochement with the Empire.

Getting back to the structure of the Empire, alongside the Privy Council is the Theology Council, which acts as the final interpreter of what the Scriptures say as well as a final court of appeals on any question of religion or sin. Alongside this responsibility is the maintenance of the Book of Records: a nearly uninterrupted genealogy of the Empire dating back to Amash-Akura's time. An Amarr citizen being stricken from the Book is one of the gravest punishments that exists (beyond, you know, death). Below the Heirs, Holders of various significance often control the nitty-gritty details of local governance.

A few notes about the selection of the Emperor. Emperors are chosen by the Succession Trials, which have their roots in the Scriptures 2.0 (The Scripturing) that came into place following the Moral Reforms. The Trials pit the five Heirs (or, in more recent years, Heir-appointed Champions) against each other in a series of tests designed to see who most holds God's favor in becoming the next Emperor. The winner takes the Throne, while the losers, in an attempt to keep them from usurping

said Throne, must commit Shathol'Syn: ritual suicide (continuing the Amarr's reputation as a Super Cheery Bunch). Beyond that, Emperors are required by the Doctrine of Sacred Flesh to keep their bodies 'pure' which, surprisingly, does NOT mean that they have to give up GMO foods but rather means that they can't be cloned. Getting healed in a bacta tank, kept alive by machines, or even the use of stem cells, perfectly fine! Getting cloned? A big no-no. Though, given that Jamyl ended up with a hyper-intelligent evil AI out to doom us all in her head, I suppose for once I can't really fault the Amarr for one of their crazy traditions (which knocks out one tradition but thankfully leaves the other 4,999 ridiculous traditions ripe for mocking). Anyway, Jamyl managed to start her reign off with quite the scandal when the Empire realized that in order to survive Shathol'Syn (something that, heretofore, had generally been considered a permanent solution to the usurper problem), she would have had to have herself cloned, violating both the Doctrine of Sacred Flesh and thumbing its nose at the spirit of Shathol'Syn. However, given that she had just saved them all from Elder-wrought destruction, the Empire (with a few exceptions) collectively shrugged its shoulders at this shocking breach of a tradition with a firmly apathetic "meh". Thankfully, after Jamyl passed on, the tradition reasserted itself fully. The former Heirs, other than Catiz of course, committed the Shathol'Syn shortly after Catiz's coronation through a delightfully-over-the-top-in-the-way-that-only-the-Amarr-can-imagine vaporization from ground-mounted tachyon lasers. Somewhat surprisingly (given that the entire reason the Khanid Kingdom exists in the first place was Garkeh's refusal to participate in the ritual), Garkeh willingly underwent the ritual as well, although his all-but-confirmed clone taking his place probably set his mind at ease somewhat.

Returning to what this section was SUPPOSED to be about, below the Holders, we reach the commoners, or middle class of the Empire, and then everyone's favorites, the slaves, who hold the approximate political rights of a toadstool (though with perhaps somewhat better housing options). As you might expect, the Empire is pretty regimented by class. It might surprise you to learn, however, that the Empire is surprisingly diverse, ethnically speaking. Though the majority are True Amarr, the Minmatar tribes and others take up a significant chunk as well (and not just as slaves!).

Roleplaying Tips

Before I dig in to a few tips for RPing the Amarr, I just want to mention something for the aspiring RPers out there. In these sections, I'll be mentioning some broad guidelines that MOST RPers try to adhere to in playing their characters in a respective background. But that being said, just as in real life, you can find all kinds of people in the Empires. Just because I might say that the Amarr are super religious, doesn't mean they ALL are. Feel free to go against the grain or go with it, I'm just trying to offer some hints if you're interested.

Those of you looking to RP an Amarr character should find it pretty easy. Broadly, there's two categories of Amarr characters: those who honestly believe in the Amarr religion and will work to Reclaim other people, and those who really don't believe in the religion but pretend to for greater personal gain (there is some suggestion in *Templar One* that even Empress Jamyl falls into this latter category). Regardless of personal motivations, Amarrians (Amarr? There's no clear distinction in the literature either way and I use the terms interchangeably) are generally seen as haughty and, as could be expected, rather holier-than-thou. True Amarr suffer the most from this type of condition, of course, since they are God's Chosen People. What little is known about the Ni-Kunni suggests that they have long been absorbed by the Empire and accept their place, even if it is near the low rungs of the Empire's society. The Khanid are a bit unique in that some of the race has split off into the Khanid Kingdom, but a significant chunk of the bloodline remains Imperial subjects. In general, the RP crowd tends to split amongst Royal Houses rather than the formal bloodlines. There are varying degrees of how dedicated to the faith a person is, how much they accept Jamyl's rule, and how much sympathy they feel for slaves and former slaves. That said, Amarr also tend to be friendly towards the Caldari (apparently in an "enemy of my enemy is my friend" type approach), solidified by economic ties.

The Minmatar Republic: 7 Tribes for 7 Brothers

It shouldn't be surprising that the history of the Minmatar Republic is intimately interwoven with the history of the Amarr (unless you've been living under a rock, or, you know, not reading the section before this). While the Minmatar are a rich culture in their own right, of course, the brutal enslavement for centuries left an indelible mark on their society, and in many ways still dictates how the Republic and individual Minmatar react to many situations. Currently headed by Sanmatar Maleatu Shakor, the Republic is really only a Republic in name, given that Shakor greatly reduced the power of the Republic Parliament when he came to power a few years back, though he has created a Tribal Council instead that holds a lot of the legislative power. This has done little to affect the temperament of the Republic, however, and the Minmatar remain a deeply spiritual people, dedicated to their tribes and their Elders. The Minmatar consist of seven different tribes, each now united and represented in some way in the Republic and led by an Elder: the Thukkers, the Brutors, the Nefantar, the Starkmanir, the Sebiestor, the Krusual, and the Vherokior.

History

The deep history of the Minmatar is a bit more hidden than the Amarr's. We know that Pator, the Matari home system ('Matari' and 'Minmatar,' like 'Amarr' and 'Amarrian,' are fairly interchangeable, with no definitive usage rules coming out of the literature, although preferences do vary), was settled around 8017 AD and quickly developed due to Matar's (Pator IV's) hospitable climate. We know little of the Minmatar's early history. The history books indicate that shortly after the tribes had all contacted each other, but before they were in regular contact, the seven Elders all received a spiritual vision, telling them to gather in a then-remote area of the planet. It's unclear whether the spirits were friendly or not (certain tribes distinctly call them "dark spirits", but I suspect they don't mean a dark rum) and when the tribes refused most of their gifts, the spirits grew angry. During their journey back, squabbling amongst the Elders eventually led to the First Great Tribal War. Given the name, I don't think it was the last but as of now we have few details on any of them.

From there, we jump right through the rest of the Dark Ages to when the Minmatar formed a global government, about 200 years before the Amarr managed to conquer the entire planet. The Minmatar also quickly re-entered space only about a century after the Amarr did. However, the stargates in Pator were much better preserved than in Amarr: instead of needing to build their own, they were able to use the ones still built, quickly colonizing three different star systems in the Minmatar Empire.

Then came the Amarr. As noted, the Amarr encountered the Minmatar in 22355. For the next 125 years, the Amarr would raid Minmatar worlds for slaves. Then, in 22480, the Day of Darkness arrived, when the Amarr completely conquered the Matari homeworlds (amusingly, Eve Source gets this date wrong but I verified it with CCP because I am a THOROUGH RESEARCHER and don't nobody tell me otherwise) and sent the Elders into hiding. The Matari quickly formed their own resistance groups during the Occupation, to varying degrees of success. This required the Amarr to develop more and more effective means of controlling their massive slave populations (the main modern technique, Vitoc, will be discussed later on). Given that the Matari were the largest civilization to date to be absorbed by the Empire, it was no surprise that they had trouble completely maintaining order. However, they did manage to attract some Matari to their side. Most notably, the Nefantar tribe adopted the Amarrian religion en masse and came to be seen as the Empire's closest allies among the tribes, (though recent evidence has come to light showing that the Nefantar leadership acted with the blessings of the Elders). This meant that the Amarr invested heavily in Nefantar space (now known as the Ani constellation), and that the Nefantar reaped the rewards. Other tribes did not fare nearly as well. Internal political schisms within the Empire (and a few plucky rebels) eventually lead to the annihilation of the Starkmanir homeworld. It was assumed at the

time that this led to the loss of the entire Starkmanir tribe, and is generally seen as one of the pivotal causes of the Rebellion 250 years later.

The end of the Occupation, as mentioned above, began after the Battle of Vak'Atioth in 23216. The Minmatar, sensing weakness after the Amarrian's resounding defeat, quickly seized the opportunity to throw off their master's yoke, as well as exile the Nefantar (who eventually became known as the Ammatar) for their role in aiding and abetting the Amarr both prior to and during the Rebellion. Finally, over 730 years after the Day of Darkness, the Matari claimed Pator as their own once again. The Federation heavily supported the Matari rebels from the beginning. Although they didn't directly intervene with military force, Gallente materiel and support was crucial to allowing the Matari to reclaim what they had lost and quickly establishing a working government.

Recent history has proven just as interesting for the Republic. For obvious reasons, tensions are still high between the Republic and the Empire. These tensions came to a head during the Elder War of YC 110. The Elders were, until quite recently, taken as the mythical head of the Minmatar prior to the Day of Darkness. They proved to be quite real when they led a combined fleet of secretly built capital and subcapital ships into Amarr. The Elders had withdrawn from the Tribes around the time of the Day of Darkness, biding their time until their triumphant return, while also keeping their eyes on the Tribes. Needless to say, they came roaring back onto the scene during the invasion. First, they managed to completely destroy CONCORD's rapid response capability (after testing their abilities first), and then invaded Amarr space. They also managed to free many recently-discovered survivors of the Starkmanir tribe in Ammatar space (the Ammatar's interesting background will be discussed later), and wiped out the defensive fleets surrounding the Kor-Azor homeworld. They would have done the same in Sarum Prime if not for the return of soon-to-be Empress Jamyl and her aforementioned superweapon, but I don't think we need to dig into that again. Since being stopped in Sarum Prime, however, the Elders seem to have disappeared again and have not been in the news since.

Since the Elder War, Matari society has undergone significant upheaval. Karin Midular, former prime minister of the Republic, was assassinated at a Gallente cultural festival. Midular eventually died (as tends to happen in assassinations, I suppose), but more importantly, her death served to drive a wedge between the Gallente and the Republic. The Federation insisted on prosecuting the

shooter, a Gallente national, before extraditing him to the Republic. Though Gerne Broteau was found guilty by Federation courts, the Republic was furious that the Federation waited so long to turn over the shooter, and he was pretty much summarily executed once the Republic finally got a hold of him. Since then, a number of stories have come to light demonstrating that despite the Federation's long-touted tolerance, Gallente of Minmatar origin suffer discrimination inside Gallente space (BREAKING: humans generally dislike people who are different from them; details at 11). With Midular gone, Sanmatar Shakor was able to rise back into power and made significant changes to Minmatar governance. I talk a bit about that below. Recently, Shakor made a surprise appearance at Empress Catiz's coronation. Although it's easy to assume he showed up just for the joy of watching most of the Heirs commit suicide during the Shathol'Syn ritual, the more optimistic among us might take his appearance as a sign that relations between the Empire and the Republic may finally normalize a bit.

Social Structure

The loyalties of a Minmatar are first and foremost to one's tribe. The tribe determines much of a person's beliefs and the rituals he or she adheres to. Within a tribe, organization can get a bit… jumbled. Tribes tend to break down into varieties of clans, which in turn are comprised of various families that have similar backgrounds. Clans tend to be a bit specialized. Another social structure in the Republic is known as one's circles, which can be thought of as a kind of workers' guild (anyone who has read the *Wheel of Time* series can think of all of this as very Aiel-like; I keep waiting for a reference to a car'a'carn but it hasn't happened…. YET).

One of the key features of becoming an adult in Minmatar society is the acquisition of a special tattoo through the ritual of Voluval. The tattoo gained through this process is said to determine one's future, and certain symbols from the ritual can mark certain people as having a great destiny or get you exiled from the Republic.

Although they have the largest numerical population of the major races with something like 24 trillion Matari spread across New Eden (possibly in sardine-tin-can type conditions if Eve: Source's numbers are to be believed, but that's another discussion ENTIRELY), the Matari are very spread out. A full 20% of Matari have emigrated to the Federation, while almost a third of the seven tribes are still enslaved by the Amarr. Even those that remain in the Republic are often not tied down, and vast Thukker caravans are known to roam the Great Wildlands.

Inter-tribe tensions can also at times reach a head, especially in the modern day. As noted above, the Republic recently received a huge influx of Starkmanir tribesmen, and they are having trouble integrating within the Republic, as are the Thukker tribesmen who have decided to settle down in recent days. Furthermore, the same Elder invasion that rescued the Starkmanir also resulted in a large number of Nefantar returning to the

homeworlds after a long absence. Given their tribe's history, they are often shunned from the greater Republic polity, and their integration into the Republic is ongoing.

The tribes each have different traits. The Sebestiors are valued for their intellect and engineering prowess. The Brutors, as their name might suggest, are among the more disciplined and militaristic of the tribes. The Krusual are much more secretive and far more adept at the political game. The Vherokior are prized for their social skills, and can be found often as leaders in the business and spiritual communities. The Thukkers, as noted above, are much more nomadic and able to rely much more on their judgment and instinct in emergency situations. The Nefantar and Starkmanir have only recently returned to the flock, and other than troubles integrating have not really distinguished themselves as of yet. Eve Source delves into the various Tribes for anyone interested in learning more. This guide is long enough as it is.

Religion and spirituality play a large role in Minmatar life as well, though perhaps not as large of one as you might find in the Empire. Minmatar spirituality primarily revolves around the idea that each Tribe has its own eponymous 'First Elder,' or spirit, that embodies the various traits that each Tribe is known for. Each tribe appoints a person to act as the living embodiment of the Elder, with the living elder being responsible for maintaining the accumulated knowledge of the tribe and helping to guide the Matari in times of trouble. There is also a metaphysical aspect of the spirituality, as there are numerous references to the various Elders being able to assume a "Tulraug" form that allows the Elders, who learned the technique from the "dark spirits" that had summoned the Elders together in the first place, that allowed the Elders to traverse both the physical and spiritual realms. Upon the death of an Elder, his or her spirit then merges with the archetypal spirit of that tribe.

Matari governance has undergone significant changes in the recent past. Although the Matari used to adhere to a Gallente-endorsed parliamentary form of government, the Republic, led by Sanmatar Maleatu Shakor, has changed the government to make it much more Matari in nature. Though the tribes are now self-governing, nation-wide legislation is enacted by the Tribal Council, which for all intents and purposes maintains complete control over the Republic. The Sanmatar acts as head of state, and presides over the Council, but otherwise wields few non-emergency powers. The Republic Parliament must have pissed someone off back in the day, as they've been reduced to a very much a rump role in the new Republic 2.0. The Parliament now acts as a sort of drafting committee for the Council. Whenever the Council is feeling lazy and doesn't want to deal with a problem on its own, it can delegate the problem to the Parliament to draft legislation, though the Council needs to approve it first before becoming law. The Council has full power to enact, veto, amend, spit on, curse, or otherwise override

anything the Parliament does. As I said, Parliament pissed someone off something fierce back in the day.

Roleplaying Tips

As might be expected, the Matari are seen mainly as the rebels, especially against the Amarr. They're often played off as anti-establishment, sometimes just for the sake of being anti-establishment. Although many RPers these days choose to have some direct connection with slavery (either by being recently escaped slaves themselves, or the children of slaves), this is apparently changing somewhat. Although there are still strong anti-Amarr feelings throughout the Republic, some are choosing to play themselves as only more distantly or abstractly aware of slavery and its Amarr connection. As with most things in RP, of course, there's a broad spectrum of how to play your characters and how anti-Amarr you'd like to be.

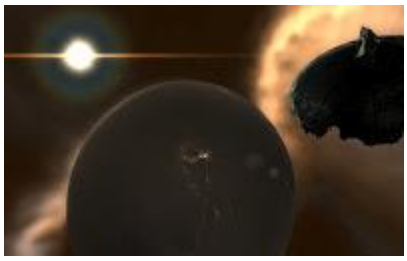
As I mentioned above, a Matari's loyalties is first and foremost to his or her tribe in most cases. The Matari have a bit of an awkward situation in that only 3 of the 7 tribes (the Sebestior, the Vherokior, and the Brutors) are actually playable in game. To make up for that, some choose to have some connection to the other tribes (the most notable one probably being the nomadic Thukkers). Another important aspect of a Matari identity is their tattoos (which they receive through the Voluval ritual) and their piercings. It shouldn't be too surprising either that they tend to be fairly friendly to the Gallente as well, but as noted above, the relationship between the two has become rather strained in recent months.

The Gallente Federation: Or, How I Learned to Stop Worrying and Love the Sex, Drugs, and Rock and Roll

If the Amarr Empire fancies itself as the moral center of New Eden, the Gallente Federation (for those who want to be technical (or just snobby), it's the 'Federated Union of Gallente Prime', but I don't know anyone (including CCP) that uses that name) is surely the cultural one. A nation where anything goes, as long as it makes you happy (and doesn't hurt anyone else), the Gallente pride themselves on being at the forefront of New Eden's culture, fashion, and philosophy. Your beloved author admits that he finds some difficulty in describing the Gallente, if only because they're so incredibly individualistic that outside of the fact that they all decided to live near each other and hey maybe they vote together sometimes too, it's remarkably difficult to find the true definition of "Gallente" these days. That, and the ridiculously complicated kind-

of-like-the-United-States-but-also-kind-of-like-the-European-Union (currently led by President Jacus Roden, of Roden Shipyards fame), but that's another matter entirely. Suffice it to say that the Gallente pride themselves on their freedom, their individuality, and their ability to get basically any drugs, sex, or media that they could possibly want at any time. I'm pretty sure that's the definition of a devout Amarr's nightmare, which MIGHT go a long way toward explaining why the two don't always see eye to eye. But I'm getting ahead of myself. The Federation is made up of races from across New Eden (most notably, many Minmatar who chose not to join the Republic, who comprise about 1/3 of the Federation's total population), but the principal members are the ethnic Gallente, the spiritual Intaki, the regimental Jin-Mei, and the rather nationalistic Mannar.

History



Ethnic Gallente history (For simplicity, I'll just refer to them as the Gallente, even if in modern times "Gallente" would refer to any denizen of the Federation, but back then there were only the ones on Luminaire) dates back to well before the collapse of the EVE Gate. Gallente Prime, originally known as the 6th planet in system VH-451, was purchased for settlement by French colonists from the system of Tau Ceti (it's weird seeing a real star system in New Eden history, but Eve does get a shoutout on the wiki page about Tau Ceti in fiction). The French proudly carried on their history of liberty, equality, and brotherhood through the Dark Ages. Gallente Prime itself was (and still is) a very hospitable planet, meaning that they made it through the Dark Ages with little to no problems.

Though some records exist of early Gallente history (which incorporates your standard "ahh we had tribal people and we fought sometimes and yadda yadda yadda" early history stuff), the rise of the Rouvenors is considered by most historians to be the true beginning of Gallente society (I'm basing that on the very reputable fact that the rise of the Rouvenors is when the Gallente history wiki page starts to actually care about silly things like dates and places). The Rouvenors arose from a small kingdom in the middle of the continent of Garoun, from a city known as Cylle (known in the modern day as Caille). With plentiful food and room to grow, the Garoun Empire soon expanded across the globe. And then the empire made what most historians consider A Mistake™: They discovered human rights and junk. People started to think that MAYBE ruling by monarchy through one family line wasn't the smartest idea in the world. Shortly thereafter, the empire began to collapse as states split away in the name of self-determination. Though the empire collapsed to a mere shadow of its former glory, it persists to this day, and the Rouvenors are still revered as the founders and nurturers of modern liberal philosophy.

The Gallente then entered its industrial age, which is really only notable for the fact that the Gallente went steampunk for a little while (yes, CCP, I totally caught that in the 'airship revolution' section). Throughout this era, however, the planet continued to nurture this funny little idea that government by the people was the best way to go. Anyway, the Gallente then went full bore through the atomic and information ages, with a brief interlude of tripolar hegemony that basically devolved into everyone deciding that they should sing Kumbaya around the campfire and trade instead of fighting. It should be noted that while everyone loved one another, apparently, the entire planet was still divided into a multitude of nations, though most shared the ideas that individuality and democracy are pretty awesome. The most notable developments here were two-fold: the formation of the World Democracy League (CCP's thought process here apparently being, "Hey, what can we call the United Nations without calling it the United Nations?"), and, near the end of the information age, the discovery that oh, hey, people live on the next planet over.

The discovery of the Caldari in 22463 AD understandably shook the Gallente to the core. An International Space Cooperative was formed shortly thereafter, which organized robotic probe missions to what would soon be known as Caldari Prime. The Caldari, originally baffled by the shiny metal things falling from the sky (they were mid-industrial age at the time), eventually figured out that someone was going to go all ET on them soon, and first contact occurred 54 years after the Gallente first discovered the Caldari. And the peasants rejoiced, especially when the Gallente started catching the Caldari up on 200 years of technological development. Within 80 years of first contact, in 22588 AD, the two planets began building stargates (a bit behind the Amarr due to the fact that the gates in Luminaire were less well preserved).

In a turn of events that might be shocking only to people who have lived under a rock in New Eden, however, tensions quickly arose between the sister worlds. Given the substantial handicaps the Caldari faced on Caldari Prime, it should be little surprise that the Caldari population was significantly smaller than the Gallente. And then the Caldari learned the thing that sucks in democracies: being a permanent minority. You see, the ISC and WDL were still around, with the ISC in particular governing colonization programs. And both operated on almost purely democratic principles, meaning that the significantly less populous Caldari were consistently outvoted by the significantly more populous Gallente. Although many took this in stride, a small minority felt that this marked the beginning of the end of Caldari culture (spoiler alert: they don't always stay a 'small minority'). This fear was NOT helped by the appearance of something called the Cultural Deliverance Society, which while benign on the surface, in its brief existence sought to overthrow some of the more hostile Caldari governments. Somewhat

ironically, the CDS was also what introduced the Caldari to the concept of mega-corporations, which I guess was one aspect of Gallente society that the Caldari took to with gusto.

It turns out, however, that the ISC wasn't always the smartest. Despite the fact that two groups of humans just HAPPENED to pop up on two planets in one star system, they were completely blindsided by the concept that humans would be found outside Luminaire: in this case, the Intaki. In a brilliant display of ingenuity worthy of a cliché '80s film, the crew of the *Sojourner* decided to go native for a year to learn about the Intaki. They liked what they saw, and eventually, the newly formed Office for Foreign Planetary Development sent a second ship to establish more permanent relations with the various Intaki tribes, as well as to start modernizing their planet. They took to this a lot better than the Caldari did (or maybe the Gallente were just better at it the second time around after using the Caldari as guinea pigs), and quickly embraced Gallente technology and ideas.

Shortly thereafter, the Luminarians (I sadly can't call them the Federation yet and I'm left with *that* monstrosity of an eponym for them) also ran into the Mannar, which were a bit farther along in the technological development area. Although the Gallente were eager to establish contact, they ran into a small problem: there was no planetary government and they still had this weird thing called "war" going on (although their predilection for near-nudity endeared them to the more exhibitionist Gallente, they were a bit more turned off by the continued use of human sacrifice). You see, the Mannar weren't the entire race: they're only one nation on a planet with a multitude of them (though they were the biggest), and the various countries didn't particularly like each other (slave raids will do that to a people, as the Amarr learned). So the Gallente did what any civilized planet would do: gave technology to the non-Mannar nations on the planet. The Gallente were shocked – SHOCKED I SAY – to see that the other nations then used their new-found technology to invade Mannar. For somewhat unexplained reasons, the Gallente public still preferred the Mannar over the non-human-sacrificing nations, and the newly-developed Sotiyo-Urbaata drive, i.e. the warp drive we all know and love, allowed the Gallente to impose their glorious open-mindedness on the planet, forcing peace onto the planet.

By now, the Intaki had coalesced into a global governmental power, and soon started joining the various Gallente-based organizations. The Mannar ended up establishing a global hegemony on their world, and times were just grand. Economies were booming, people were happy. It was around this time that the Gallente elite decided that they weren't quite rich enough. They began lobbying governments to form a new inter-planetary organization based on the concepts of free trade (CCP apparently deciding that it likes egging on the WTO

conspiracy theorists), and soon the Gallente-biased Multi-World Agreement on Trade was formed. This allowed Gallente power brokers to keep control over the new colonies popping up all over the place, as well as those pesky Caldari. But the economies continued to boom so no one really cared. Soon, however, after the WDL teamed up with the ICS in implementing the MWAT while still controlling the ISC, everyone decided that the acronyms were just getting stupid at this point. And so, in 23121, over the reluctance of the still-pouty Caldari, the Federated Union of Gallente Prime was born.

Originally, the Federation operated solely under the province of the Federation Charter, which established the basic structure of the government. At that time, the Federation acted more as a parliamentary body than the more presidential-style government we see in action today (whoops, there's my poli sci geekery getting the better of me), with a Senate and President, but no Supreme Court. Early Federation government was concerned with getting itself set up. Outside of consolidating power, the biggest thing of note during the early years was the passage of the Aclan Agreement, which required direct Senate intervention before any Federation corporation was allowed to tamper with a planet's ecosystem. That agreement, the hallmark of modern environmentalism, remains in force to this day. However, the Federation initially had major issues coordinating reactions without any way to communicate in real time. Interstellar policy is a harsh mistress, and the days or weeks that were needed for any official Federal response was often fatal to Federation initiatives. It would remain this for the next 25 years, until the FTL communication was discovered by scientist Li Azbel (I discuss the basics of the tech later on).

With FTL communications, the Gallente quickly acted like the cultural overlords that they are and established a media empire that spanned the cluster. They quickly took over the… space…waves… (or something) and before you know it, they'd apparently made it to the era of 24-hour news channels that had nothing better to fill their time with than fluff pieces and soft news stories (a little social commentary from CCP apparently!). Anyway, it turns out that the 49th story on the plight of the poor from Luminaire made people fed up enough to demand some basic human rights. And so, in addition to the federal Charter, a federal Constitution was drafted that granted basic human rights such as freedom of expression, thought, etc.

Oh, and in 23149, the Jove introduced themselves to the federal government, but everyone kept it hush hush. With predictable results, conspiracy theories soon flourished.

In not-surprising news, the Caldari were still pissed off. They had for some time been establishing secret colonies because they resented Gallente domination (though, ironically, this only hurt their minority position in democratic elections, since a majority of Caldari population were in the secret colonies). Whoops. And then those colonies were discovered. Double whoops. While this action was technically legal, tensions rose even further on the technicality that none of the newly discovered colonies had representative governments, as required by law. The Caldari used this to conveniently announce that neither did they: the megacorporations were now starting to speak for the Caldari people. Triple whoops. Things were getting awkward. And the best way to handle awkwardness is clearly to have an ultra-right wing party come to power, and within days, the Senate was demanding that the Caldari submit the colonies to federal authority and establish democratic governments.

In response to the demand, the Caldari walked out of the Senate and the Caldari seceded from the Federation. The Federation responded by blockading Caldari Prime. Things stalemated from there, with each side being frozen by not being sure just how far they really wanted to push things. A Caldari splinter group took care of THAT little obstacle by destroying the Gallente underwater city of Nouvelle Rouvenor (formerly a symbol of Caldari-ethnic Gallente unity and cooperation) on Caldari Prime. The attack killed 500,000 mostly Gallente citizens. Though the Caldari State disavowed the actions, they did little to crack down on the organizers.

As is normally the case in democracies after such a shocking attack, backlash in the Federation was quick and harsh. The Ultra-Nationalists quickly took power after the attack. For the first and only time in Federation history, the Charter and Constitution were suspended as the military imposed martial law. However, both sides were surprisingly well matched. The Caldari couldn't break out of Caldari Prime, while the Federation made little headway in calming the insurrection (or dealing with protests on other worlds; martial law is a fickle mistress). Things changed as, once again, the Caldari struck in a surprise attack. Knowing that the Caldari would need time to fully evacuate the planet and that the Gallente military had been severely shaken up by the right-wing government that came to power, one Caldari admiral set out to distract the Gallente enough to allow for an evacuation. Starting a massive game of cat and mouse, Admiral Tovil-Toba bought the time necessary for the Caldari megacorps to evacuate the civilian population. Finally, when Tovil-Toba's ship was broken and wrecked from the week spent leading the Gallente fleet on, he sent his

ship, a full-fledged carrier, crashing down onto Gallente Prime. The ship landed on the Gallente city of Heuromont, killing over 2 million. Admiral Tovil-Toba is revered to this day by the Caldari for his assistance in freeing his people. If I had to guess, I'd say he wasn't quite as well-loved on Gallente Prime.

After Heuromont, the Gallente realized that MAYBE revoking basic liberties wasn't the way to solve a crisis that basically started by not allowing people enough freedom. The right-wing government was swept away, and the new president, Jen Yiona, introduced significant reforms to the Charter and Constitution. The reforms brought the current three-branch system of government that we all know and love. Furthermore, the *de jure* capital was moved from Gallente Prime to Villore (with the *hideously* named Libertopolis being made the capital planet) to show that the Gallente were not meant to dominate the Federation. Oddly enough, they didn't quite notice that "Gallente" was in the name of the Federation, a fact that baffles experts to this day. Anyway, President Yiona saw to the re-establishment of the rule of law in the Federation, and basically did her best to clean up the mess of the ultra-right-wingers.

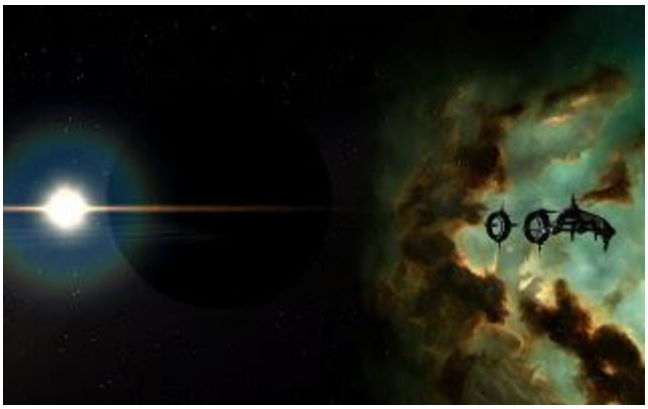
The Caldari war of secession continued on for a number of years, with a few detours here and there. Despite the fact that the Hueromont attack threw the right-wing government from power in the Federation, peace was not yet to be found. The Gallente were just too hurt by the attack to forgive and forget in attempts to make peace. Rather, with the Caldari now established in their own proper space, the war once again came to a standstill, with neither side really gaining a permanent advantage. The Gallente fleet was based on large, lumbering ships, so the Caldari developed a fleet of single-man fighters. The fighters took a heavy toll on Gallente ships, so the Gallente responded by developing the first set of drones, an area where the Gallente lead technologically even to this day. In response to drones, the Caldari re-invented the wheel, apparently, by stumbling upon the idea of using frigates as anti-drone platforms. At this point, the climactic battle of the war occurred in Iyen-Oursta; a 15-hour slugfest that resulted in both sides being able to say they won in some fashion. The Gallente held the system, but the Caldari lost fewer ships. After that, the war settled into a stalemate, and eventually ended in more of a whimper than a bang when the still-new CONCORD negotiated a truce between the two parties in 23248 AD. The Caldari were allowed to secede, but the Caldari in turn recognized that maybe having your capital planet in the middle of enemy territory wasn't the smartest thing in the world, and so they gave up their claim to Caldari Prime (Spoiler alert: not really).

But that's not to say that the war consumed all of the Federation's attention. Near the midpoint of the war, a Mannar exploration vessel stumbled across the Jin-Mei. The Jin-Mei were a culture unlike others they'd seen heretofore; despite being relatively advanced (to the point that they were able to field basic military space vessels), they maintained a strictly regimented, caste-based society. Despite the fact that the Federation required all member worlds to have a democracy-based system of government, the Jin-Mei were eventually allowed to join the Federation and simply opt out of those pesky "equality" rules (apparently the Federation was Canadian based, who knew? Ok, seriously, I'm done with the poli sci geekery).

The Mannar were dealing with other issues, as well, however. Over the span of a few months, the ecosystem on Mannar VIII collapsed as a result of the dying-out of an insect critical to the biosphere. Although thousands of scientists rushed to the aid of the Mannar biosphere, they were unable to salvage the world, and the surface quickly became uninhabitable, though populations were mostly either shifted to arcologies or off-world (including to Leremblompes II (aka Mannar Seginde) which I'm mostly mentioning because I friggin' love the name Leremblompes). It's not clear what caused the plague that wiped out the insect, but what is clear is that the effects were two-fold: the main Mannar nationstate (whom you might recall had some… interesting views on human sacrifice) took control of disaster-relief efforts, which further established its role as the hegemon of the remaining Mannar nations; and many of the Mannar ended up (rightly or wrongly) blaming the Caldari for the disaster, which led to droves of Mannar signing up for the Federation Navy; even to this day, the Mannar maintain a strong naval tradition.

But by far the most notable event in the middling civil war era was the discovery of the Amarr Empire, which, like in the Empire, ended up triggering a kind of identity crisis for the Federation. You see, the Federation had, since its founding, seen itself as the grand union of all humanity. It united all people peacefully, spreading democracy and free trade through the cluster (even if they didn't want it). And then, suddenly, it wasn't the only representative of humanity out there. Indeed, it wasn't even the *largest*. The Amarr Empire was more populous, stronger, and practiced slavery. And it most certainly was NOT democratic. It took a while for the Federation to re-orient itself towards the idea that it wasn't just a grand union: it was a government just like the other major powers (it's this re-orientation that I think made the ethnic Gallente more willing to accept the Caldari peace accords eventually, since the Caldari would no longer be the only humans outside the Federation, but that's just my own pet theory). Anyway, trade relations were eventually opened with the Empire, and the two powers found themselves in an uneasy truce, with neither willing to challenge each other directly.

Indirectly, however, the Gallente were all over it. The plight of the enslaved Minmatar quickly became well known throughout the Federation, and significant chunks of the electorate felt that something needed to be done to take the yoke from their backs. And after the setback for the Amarr at Vak'Atioth, the Gallente eagerly pitched in to help with the new Rebellion. The advantages for the Federation were two-fold: first, they had a genuine interest in eradicating slavery (yet couldn't commit to a full-scale war while still at war with the Caldari). Secondly, the Federation was eager to knock the Amarr back as a matter of morale for a Federation that was still re-adjusting to not being the only human government in existence. So the Gallente, along with the Jove, coordinated supply runs to help the Rebellion. While the Federation never officially acknowledged their role, the Federation press secretary might as well have been actually winking at the camera whenever someone asked about it.



As we all know at this point, the rebellion ended up succeeding. Given the heavy support that the Federation provided, you might have expected the newly formed Republic to join the Federation. But many saw this as simply impractical, both because the Federation could not afford the massive reconstruction effort (either in money or in manpower… that whole "Caldari War" thing was still going, you know) and they didn't want to risk antagonizing the Amarr more than they already had. So while the Federation and Republic grew to be close allies, they remained distinct governments.

As the Caldari War dragged on, more and more of the younger generations began clamoring for peace. They had not been around for the horrors of Hueromont and Nouvelle Rouvenor; they just wanted this war to be over with. In fact, they wanted all war to be over with. The Federation had originally been formed to allow all humanity to air its grievances in a civilized fashion… if the Federation itself had failed in this task, might a new organization succeed better? The leader of the movement was a young Senator (and later, Federation President) named Aidonis Elabon. The fruits of his labor, of course, was CONCORD, and he somehow managed to get all the empires to sign on to the idea. Capsuleers and pirates have retroactively cursed his name ever since.

Since then, the Gallente have actually had few notable incidents (at least, incidents that aren't covered elsewhere in this guide).

A few flare-ups with the Amarr occurred, as did a few attempts to set up permanent collaborations with the Caldari (the most notable being the ill-fated Crielere Project), neither of which resulted in anything particularly major (unless you count, you know, cloaking devices or T2 modules as major, which clearly no one does). However, tensions came to a head again with the Caldari in YC 110. The Gallente, upon invitation to talks with the Ishukone megacorporation, sent one of their most-respected naval officers as representative to Malkalen. The naval officer ended up going rogue, and crashing his Nyx-class supercarrier into the station, killing 420,000 as well as Ishukone's CEO (The novel *Empyrean Age* clarifies that a person known as the Broker had actually replaced the admiral to sabotage his reputation before killing him, but of course this is not known in an IC context). This acted as the catalyst needed to restart the Caldari-Gallente war.

Perhaps the most notable development in recent times for the Gallente are the steps the government has taken to crack down on civil liberties in some areas. President Foiritan's first major step in that direction was the very public execution of a Gallente defector, Admiral Eturrer, in full view of the public. The President also saw the creation of the Black Eagles, headed by former political rival Mentas Blaque, as a secret policing branch of the government, overseeing internal surveillance as well as acting as the secret ops branch of military intelligence. President Roden has seen no need to interfere with the Eagles since coming to office in YC 111. President Roden was reelected in early YC 117 for a second term in office, but things have been fairly quiet on the Gallente front for quite a while. Which probably means that Roden is also a thrall of the Other and will cackle maniacally when the entirety of the Federation gets wiped out but we'll save that development for another Guide update.

Social Structure

As you might have guessed, the government of the Gallente Federation is pretty convoluted, though definitely democratic in nature, and would be recognizable to any student of political structures like the European Union or even the United States (yes, yes, I promised an end to the geekery but #sorrynotsorry). The Federal government has your standard three-branch government, including the legislative branch (the unicameral Senate, with 903 members from 62 districts), the executive branch (headed by the President, though the lore page for the government suggests the Federal bureaucracy is a full fourth branch), and the judicial branch (headed by the Supreme Court), all of whom, dare I say, check and balance each other. The Federal government, however, is limited in its powers. Although the Federal government is

generally predominant over foreign affairs, free trade, and the protection of rights, the lower district parliaments and member states have significant control over domestic affairs. Internally, Federal domestic policy is generally limited to setting out policies of the government, and then helping the district parliaments and member states implement those policies as they see fit. Sorry for the lack of teh jokez here, but I get genuinely excited over this if you can't tell so imagine me putting some sunglasses on and saying DEAL WITH IT.

Member states (such as the Ensînate of Central Garoun that popped up in the news briefly in November of YC 120) are generally seen as fully fledged nation-states in their own rights, though limited in certain aspects.

The Federation Constitution guarantees a variety of rights such as freedom of expression, equality before the law, and the right to human dignity. Anything that isn't explicitly laid out in the Federation Charter or Constitution are left to those member states to sort out. Additionally, certain governments (notably, the Jin-Mei) are granted the power to opt out of certain provisions of federal law (rights? We don't need no stinkin' human rights).

Culturally speaking, the Gallente are just as varied as a society based on the celebration of the individual would suggest. The Gallente love for finer aspects of life are well-earned; the Gallente are well known for their food, fashion, and ability to have a good time. And given that the Federation is the melting pot of the Cluster, it shouldn't surprise you to learn that it's rather difficult to classify anyone based on their racial backgrounds. Not only have almost all of the various races in New Eden found their way to the Federation at this point, but they've also interbred to a significant degree. Those looking to classify Gallente citizens in ANY way are more likely to find success by looking at a person's ideology than their racial background. Indeed, that is the biggest identifier of the various voter blocs in Gallente politics (along with an odd, but appreciated, obsession with bird names for the various blocs; I'm a magpie, tag yourself).

That being said, there are a few primary ethnic groups to be found in the Federation. The ethnic Gallente take the stereotypical Federation love of all things individual and liberty to the extreme. Beyond them are the Mannar, who rival the ethnic Gallente when it comes to fashion expertise and trend setting, but are also known for their fierce nationalism and determination. They were the primary source of recruits in the Caldari civil war. The Jin-Mei are a bit of an outlier. In a nation that is renowned for its

dedication to democracy and equality, the Jin-Mei maintain a strict caste-based system. Although the caste system, under the agreements that the Jin-Mei made when it ascended to Federation membership, is not allowed outside of the Lirsautton system, the system still operates in full force within Jin-Mei society due to Federation concessions. Oh, and then there's the Intaki. But they're special enough to warrant an entire section (and NOT just because my character happens to be one).

Roleplaying Tips

As you could probably guess, the Gallente like to, shall we say, "party hard." They are known for their, well, sex, drugs, and rock and roll, and most Gallente are proud of that fact. They also tend to be the most idealistic of the four races, frowning mightily from their ivory towers on the Amarr for their slave-holding ways and the Caldari for their unenlightened secession and subsequent war. They even can (though by no means do all people do this) look patronizingly on the Minmatar. 'Haughty' might even be an appropriate term for the "stereotypical Gallente," and it's an oft-repeated (and, as can be seen, not entirely untrue) criticism of the Gallente that they believe their culture is the best and wish to gobble up all the others. Gallente by nature tend to be nosy and opinionated, and while their desire to "civilize" or "uplift" societies to Gallente standards may stem from good intentions (most of the time), it's backfired enough times to be clear that it's not always the right answer. But that doesn't stop people from trying anyway. Many RPers tend to have a pet cause or causes to get worked up about. Gallente can also be the rather stereotypical hippies; indeed, there's a large environmental movement, hints of which can be seen in the Gallente COSMOS constellation in Algintal. Oh, and I should mention that there is a rather vibrant Intaki secession movement in some parts of the RP community. Some feel that the Intaki get short shrift (especially since Intaki Prime, the homeworld, is in the faction warfare zone between Caldari and Federation space and actually sat in Caldari hands for a good chunk of time back in the day), and would be better off striking out on their own. This is a continuing debate though, and I don't believe there's a clear majority one way or another.

The Caldari State: Nothing Says Love Like a Giant and Soulless Megacorporation

If it's difficult to describe the Minmatar without referring to the Amarr, it is impossible to describe the Caldari State without describing the massive impact the Gallente Federation has had on it. Having developed in the same system as the Gallente, the State was born in blood and fire (ironic considering that Caldari Prime is a ball of ice), through their determination to not be governed by anyone. Any description of the

Caldari as a people have to start and end with the concept of megacorporations: gargantuan corporate entities that control a person's life from cradle to grave. A person lives and dies by the grace of his or her corporate masters. In some respects, though, this has led to an even more egalitarian society than even the Gallente: the harsh realities of darwinian economics and corporate bottom lines have made the State an almost ideal version of a meritocracy, where anyone can make it far if they have the talent and are willing to work at it. Although there have been some attempts to centralize authority in the State in the recent past, the eight megacorporations still firmly control the levers of power within Caldari borders.

History

The early history of the State has made a lasting impact on the Caldari, moreso than the other races. The planet that would eventually be known as Caldari Prime was purchased by a megacorporation in 7989. Caldari Prime, unlike its sister Gallente Prime, was a harsh and cold world. Indeed, heavy terraforming would be needed to make it habitable, and the terraforming had only just begun when the EVE Gate collapsed. It would take another 250 years before the surface was habitable, and even then the air was thin and the soil fairly barren. Despite the harshness of the only minimally terraformed world, the Caldari managed to eke out an existence in the temperate regions near the equator. This harsh history ultimately lead to the Caldari's well-known utilitarianism, and profound belief in the idea that the needs of the many outweigh the needs of the few (making Spock proud in the process). The Caldari didn't care how pretty something looked, it would kill you all the same if it didn't do something to help you survive. Though they were never particularly centralized, the most notable of the nations that manage to rise on this cold and dreary world was the Raata Empire, which united the Tikiona continent in 17453 AD. The Empire survived for over 3,500 years before collapsing in 20998 AD. The myriad smaller states that followed in the Empire's wake eventually ended up organizing primarily around ethnic lines, with little cross-ethnic mingling.

This was essentially the state (if you'll pardon the mild pun) that the Caldari were in when first contact was made with the Gallente. I should probably note here that the term "Caldari" wasn't really in use prior to first contact with the Gallente (so sorry for lying to you above!). Rather, the term came into use to distinguish the two homeworlds in Luminaire. I should also note that the evolution from traditional government to corporatocracy remains largely unexplored; frankly, CCP has never really delved into the subject in-depth (ironically, or perhaps fittingly, what little exploration into the subject is done through Gallente pages on the fiction portal). It's implied at times that the old government was too Gallente-friendly, and that it was only the megacorporations – strangled by Gallente interests – that were willing to take a stand. But just how the

megacorporations seized control, and the resulting culture shocks that reverberated throughout Caldari society, remain one of the great unexplored mysteries of the Empires.

Anyway, rather than rehashing the history of the Gallente-Caldari War again, I only want to touch on a few things about the impetus for the war from the Caldari's perspective. To understand the desire to secede, one has to understand that the Gallente were seen as meddling. Almost from the beginning, the Gallente seemed to enjoy lording their sophistication over the Caldari, a culture that prided itself on its self-sufficiency, perhaps best epitomized through the fact that something called the 'Cultural Deliverance Society' existed in the first place (though, fittingly, the CDS did introduce the concept of "corporations" to the Caldari in the first place… maybe Star Trek is something is on to something with that whole 'Prime Directive' nonsense…). Although information on the Society is somewhat sparse, what little we know suggests that it had the purpose of "civilizing" the Caldari. From there, the situation continued to worsen as the Gallente dragged the Caldari (essentially kicking and screaming) through the formation of the Federation. By then, the megacorporations had begun to assert themselves as the primary governing body of the Caldari, and they did not appreciate the regulations and rules the Federation put in place on them, again bumping up against that Caldari pride in self-sufficiency. It seemed that everywhere they turned, the Federation was ready to gobble them up. The Federation trying to assert jurisdiction over the hidden colonies was simply the straw that broke the camel's back, and things spiraled from there. Meddling led to anger which lead to Nouvelle Rouvenor which lead to the blockade which lead to Hueromont. Neither party and both parties are at fault for the lead up to the war; it was just a situation where societies just don't mesh well with one another.

More recent history has been rather eventful for the Caldari. Starting in YC 110, a worker named Tibus Heth rose to national prominence after rising quickly from factory worker to CEO of Caldari Constructions. After the aforementioned Malkalen incident, Tibus was able to use the nationalist fervor to get himself appointed head of the newly formed Caldari Providence Directorate, essentially taking direct command over much of the Caldari State. This was an unprecedented consolidation of power when the megacorporations were known to have almost unilateral authority in many areas. Heth changed this dynamic, getting de facto dictatorial powers over much of the State. He used these powers to, among other things, gear up for another war with the Gallente and, more benevolently, re-establish the meritocracy that some felt had gotten lost in recent years.

After taking power, Heth was able to leverage the Elder fleet invasion to his own advantage. In a daring lightning strike, Heth used the failure of CONCORD's rapid response capabilities (and with help from Admiral Eturrur, who sabotaged the Federation's early warning systems) to sweep through Algogille (the headquarters of the Federation Navy) and Luminaire to retake control of Caldari Prime. President Foiritan had little choice but to cede the planet back to the Caldari after he found Luminaire blockaded and 20 million Caldari troops on the surface of Caldari Prime. The Caldari quickly took control of the planet and showed the flag by leaving *Shiigeru*, a Leviathan-class titan, in orbit of the planet. This titan was eventually brought down in rather spectacular fashion, leaving nothing but smoldering ruins and a demilitarized Caldari Prime.

After losing *Shiigeru*, Heth reacted to the devastating strategic loss of leverage over the Gallente with poise and aplomb by immediately forcing Admiral Yanala, the capsuleer commanding the ship, to commit ritualistic suicide. You know, as galactic leaders do. Once the news of this broke, Heth's reign quickly spiraled downwards. Most of the Caldari megacorporations had grown tired of Heth's centralization, and yearned for a return to the prior status quo. The news of the Tea Maker Ceremony (leave it to the Caldari to make ritualistic suicide sound like an afternoon with grandma) was the impetus the megacorps needed to boot Heth. Within a few days, Heth was on the run. First, he and his remaining followers seized control of a station in Haatomo. Since you can't exactly have the ostensible leader of your nation laying siege to your own stations, the Caldari Executive Panel denounced Heth and went so far as to eliminate the position of State Executor. He was removed as CEO of Caldari Construction, and there are now warrants out for his arrest. Although Heth's whereabouts are technically unknown, it seems likely that he died in an assault when his fleet was assaulted by unknown craft. Its remains were found in Aivonen, where only his bloody wrist watch was recovered. Which, frankly, was probably the least painful way for him to die considering that his lungs are slowly turning into lumps of coal. For those keeping score at home, this means we've had a Caldari dictator pursued and probably killed by his own mutinous forces, a Minmatar former prime minister assassinated at a cultural festival, and an Amarr Empress assassinated by Drifters. RUN AWAY, PRESIDENT RODEN, RUN AWAY.

Social Structure

A person's daily life in the State begins and ends with one of the eight megacorporations: Sukuuvesta, Nugoeihuvi, CBD, Ishukone, Hyasyoda, Kaalakiota, Wiyrkomi, and Lai Dai. These megacorps, through a nightmarish maze of subsidiaries, affiliates, and other corporate mumbo jumbo, own something like 90% of all property within the State. Although the corporations each have their own agendas and ideologies, they

generally fall into one of three philosophical blocs: the Practicals (consisting of Sukuuvesta, Nugoeihuvi, and CBD, whom are generally the most exploitative and the most supportive of Heth), the Liberals (Ishukone and Hyasyoda, whom generally are the most supportive of free trade and cordial relations with other nations), and the Patriots (consisting of Kaalakiota, Wiyrkomi, and Lai Dai. This faction is by far the most powerful, and advocates putting Caldari interests above all else; they're known for their fierce nationalism). A fourth faction, the Provists, had risen as Heth's primary power bloc before he, umm, went crazy. Needless to say, they're pretty much out of the picture with Heth's downfall, though he still has loyalists scattered throughout the State. However, all the blocs tend to be united by a martial pride; although it is the second smallest of the four empires, the State often leads in military technology and strategy, allowing them to stay on par with the other empires.

Traditionally, like the Matari tribes, the corporations are given extensive leeway to conduct their own business and affairs as they saw fit. Individual megacorporations run their own schools, have their own currencies (indeed, the Caldari financial system is so complex as to warrant an extensive lore page explaining their financial system), and their own justice systems. Each megacorp even has their own police force and military. A contract between megacorporations is considered almost sacred: only the quasi-judicial Caldari Business Tribunal has authority to cancel contracts. The CBT isn't a traditional Supreme Court, however. It's only meant to settle disputes between the megacorps, even if they have extensive powers at their disposal to do so. For most traditional crimes and legal appeals, the megacorporation's own justice system is the first and last stop. Any executive action is exercised jointly by the megacorps through the Chief Executive Panel, with each megacorp having a seat at the table. The CEP is what sets the national budget as well as runs the State's military apparatus (not to be confused with the individual corporate militaries).

Heth had attempted to centralize power in the State and remove much of freedom to act that the megacorps had previously enjoyed. For quite a while, the CEP was reduced to essentially a rubber stamp, blindly approving any and all of Heth's reforms with minimal modification, given his popularity with the Caldari masses. The one true outlier in the new system was Ishukone. Prior to former CEO Otro Gariushi's death, Ishukone was the leading corporation pushing for peace with the other Empires. They even managed to develop an antidote for Vitoc (I'll dive into that more later, but essentially the drug the Amarr use to help control slaves) which they were willing to give to the Minmatar. Even after Gariushi's death, his replacement as CEO refused to be cowed by Heth (as detailed in *Templar One*). With Heth out of the picture, however, the previous status quo is quickly reasserting itself.

Bloodlines tend to play an odd role within the State. Although meritocratic in nature much of the time, an odd strain of racial purity runs through some aspects of the corporate Caldari culture; indeed, one of the factors that controls whom a Caldari may marry (as determined by the aforementioned corporate overlords) is similarity in physical appearance. The megacorps are trying to maintain the Caldari 'look' across the generations. As such, a look at the various bloodlines is a necessity. First there is the Deteis, who are seen as hard-working and efficient. Often the face of Caldari leadership, they truly believe in society-above-self. The Civire tend to be quick thinkers, and handle themselves well under pressure. They seem to genuinely enjoy being constantly busy, and they always strive for excellence. Finally, and as a bit of an outlier, we have the Achura. Unlike the Deteis and the Civire, the Achura were not a founding member of the State, but were absorbed about 300 years ago, and they followed the Caldari in their secession from the Federation. Spirituality appears to feature more prominently in Achura life, but unfortunately the details of the main religion appear scant in the literature. Suffice it to say that the Achura are more introverted than the others, but more renowned for their intelligence.

Roleplaying Tips

The Caldari are probably best known for being fiercely nationalistic, and proud both of their state and their parent corporation. Given that the corporation has essentially raised their members since birth, their views on various affairs are likely to closely match their parent corporation when it comes to foreign affairs or Tibus Heth. The Caldari are also fiercely proud of their meritocratic system, and tend to look harshly upon slackers or those who do not pull their weight. Although clearly highly disciplined, the Caldari, like everyone, need to let off steam now and then, and the State enjoys a thriving gambling and sport culture. Somewhat surprisingly, though, there is a significant spiritual side to the Caldari, at least in certain circles, that is an ancient blend of animism and ancestor worship. Finally, they tend to be fairly utilitarian, caring little for how something looks if it's able to get the job done. They tend to mirror the Amarrian's view of their alliance: it's more one of convenience than of any particular ideological similarities, as is their view of the Minmatar. Obviously, their hatred for most things Gallente can be well-explained given their history.

CONCORD: Policeman of the Skies

CONCORD, short for CONsolidated COoperation and Relations commanD (they were stretching a bit, but frankly let's just be glad that the Amarr didn't somehow force the name to be AMARR), was originally the brainchild of a young Gallente senator named Aidonis Elabon, with heavy

and discreet backing from the Jove. Devised as a way for the empires to maintain the peace, CONCORD was given broad authority over many interstellar affairs. CONCORD is charged with maintaining the status quo between the various empires.

Perhaps the most useful tool in CONCORD's possession in the pursuit of this mandate is Directive Alpha-Gamma 12, a late addition to the Yulai Accords that form the basis for CONCORD in the first place, which allows CONCORD to seize any technology that could alter the strategic balance, and auction it off to the highest bidder in each of the other three empires (AG 12 strikes again, though not by name, in *Templar One* with the then-newly developed mercenary technology). Alpha-Gamma 12 is jointly enforced by both the Directive Enforcement Department and the Secure Commerce Commission through a standing "Warranted Regulation of Interstellar Technology Sharing" taskforce (the legal nerd in me LOVES that they called it the WRITS task force so well done on that one, CCP).

CONCORD's secondary mission is to keep us rambunctious capsuleers in check. To that extent, the Jove have equipped CONCORD ships with specialized weaponry that prove far more deadly to capsuleer vessels than they do to regular vessels. Their specialized weaponry keeps pod pilots in check (at least theoretically), while also keeping CONCORD from growing too big for its britches, so to speak.

Originally formed in 23233, no one was originally sure what CONCORD would do with its new found powers. It took a while for it to get into its stride. Indeed, it wasn't until 15 years later, when it negotiated the end of the Caldari-Gallente War, that anyone really took it seriously. From there, it slowly grew its base of support, and today it is self-sufficient from the taxes it earns from capsuleer transactions (those wonderful sales taxes we must all pay) and other revenue. Indeed, CONCORD no longer needs to rely at all on the empires for financial support, and it has used this newfound independence to advance its own agenda independent of the empires. In recent years they have taken an almost-hostile view to capsuleers, and have a well-known love of secrecy. In one notable example, after the corpse of Dr. Tukoss, a leading researcher into the Sleepers, was discovered, CONCORD placed a 50 PLEX bounty on the capsuleer holding the corpse, as well as a threatened reduction in security status, before it was turned over. CONCORD's ultimate ends are no longer entirely clear, which, you know, probably bodes well.

CONCORD is headed by the Inner Circle, consisting of a delegate from each nation and the four highers-up from within CONCORD itself, which controls the development and implementation of all CONCORD policy. The Inner Circle appears to hold significant sovereignty over the empires: after the YC 110 attacks, the various empires were unable to form capsuleer-controlled militias until CONCORD passed the Emergency Militia War Powers Act. The astute amongst you may notice that with 5 member

empires and 4 CONCORD lackeys, the Empires can, when they get their acts together, still order CONCORD around. Which works well enough when all 5 member nations are, you know, existent and not withering away and unable to appoint an ambassador. But, as we learn in That Chronicle (which, hey, give me some credit, hasn't been mentioned in like 30 pages), the rump Jovian government, such as it was, did manage to realize that maybe this wasn't the best state of affairs and appointed official heirs to the Jovian legacy; a seat on the Inner Circle and all. The Society of Conscious Thought, a sect of schools spread throughout the Cluster but originally created by Jovian thinkers, was appointed to the Jove's seat on the Circle in a rather goosebump-raising scene (if I do say so myself) at the end of the chronicle.

Below the Inner Circle, CONCORD breaks down into a number of divisions. The most well-known to the capsuleers would be the Directive Enforcement Department: they're the ones who blow you up when committing a CONCORDable offense in space, acting as the policemen of the stars and protecting many a pilot in high security space (I know, I know CONCORD doesn't protect, it punishes, yadda yadda yadda). They have special tools and weapons from the Jove that only affect capsuleer ships. The other agency that we capsuleers have the most direct interaction with is the Secure Commerce Commission: they're the ones that take your taxes and regulate trade between the empires. CONCORD also includes the Communication Relay Committee as well as various ISD and CCP technical support sides in an attempt to explain things in-game.

Frontier Organizations: Minor Powers, Mighty Aspirations

For most video game companies, four major empires, five(ish) ancestral races, and a deep backstory for each of them, would have been quite enough for their content teams. They could rest on their laurels for a job well done and some information to put in their tiny instruction manuals (remember back in the day when instruction manuals gave a ton of backstory? I miss that), and carry on with their lives. Fortunately for us canon geeks, CCP is NOT like most video game companies. Beyond the four major empires, the Jove, and CONCORD, there are a rich number of smaller factions that, while you can't necessarily play them as a bloodline, fill in more of the tapestry of New Eden (and let people get their yarr on in quite a few different ways). I won't be spending nearly as much time on these smaller powers as I did for the major empires, but each of these have their own unique storylines that deserve at least some mention.

Ammatar Mandate

I've mentioned the Ammatar before in the sections on the Amarr and Minmatar. Originally known as the Nefantar tribe, they were the only Minmatar tribe to accept the Amarr invasion with something like open arms. This ended up being something of a

political decision made by the heads of the tribe (with the agreement of the Elders) to ensure the Nefantar's survival (and, it was hoped, to send intelligence on the Amarr to the other tribes). Eventually, however, the broader populace of the tribe, not really "in" on the plan, ended up going all Stockholm Syndrome embracing the Amarr way of life, including their religion. The Amarr, eager to promote such views, lavished money and gifts on the tribe in their home constellation of Ani, while savaging the tribes who were less, shall we say, multicultural in that respect. The contemporary Amarr emperor even granted the Nefantar limited autonomy over Ani. This led to a somewhat inevitable schism between it and the rest of the Tribes.

But all was not well between the Amarr and the Nefantar, at least in the higher levels. The largest break came when the Amarr bombarded Starkman Prime into ash. Even the Nefantar couldn't take such a direct assault on one of the Tribes. And so they began one of the greatest cover ups in New Eden history. Almost all known Starkmanir slaves (and there were quite a few that survived the bombing of Starkman Prime, having been shuffled around over the years across Nefantar space and the Empire) were transferred to Nefantar authority through either forged documents or coercion, hiding the remnants of the tribe in plain sight. It was by no means a perfect solution, but it was the best possible under the circumstances. But, of course, the Nefantar leadership couldn't exactly brag about their accomplishment. Although they had the blessings of the Minmatar Elders, one of the greatest rescue missions in known history had to remain a secret for hundreds of years. The Ammatar leadership now claim that rescuing the Starkmanir and giving intelligence to the other tribes were their primary reason for siding with the Amarr during the Rebellion, but it's hard to differentiate between attempts to rewrite history and people who seemed to genuinely buy the Amarr view on life.

During those hundreds of years, of course, the other Tribes rebelled and pushed out the Amarr from their space, along with their apparent lackeys, the Nefantar (like within the Nefantar tribe, the double-dealing of the Nefantar higher-ups wasn't known amongst the rest of the Minmatar populace). The Amarr, in consideration of the support received even during the Rebellion, granted the wayward Tribe some space (conveniently, and completely coincidentally I'm sure, located to act as a buffer zone between the newfound Republic and the Empire) and set up the semi-autonomous Ammatar Mandate. The Mandate has its own nominal Amarrian governor and its fleet is under the control of the Empire, but they also have several direct links to the Imperial Court to ensure Ammatar concerns are heard.

As noted, the Ammatar's hiding of the Starkmanir came to light only in the past few years. During the Elder Fleet Invasion of YC 110, the Elders made a stop in the Mandate to pick up most of the Starkman survivors as well as any Nefantar who wanted to return to the Republic. Even the head of the Mandate encouraged the Ammatar to return. Today, the Mandate still stands in a bit of a state of shock as it tries to regain its footing. After the previous Mandate governor resigned to return to the Republic, Empress Jamyl placed the Mandate under the stewardship of Heir Yonis Ardishapur, mostly as a political move in hopes of distracting him from problems with the Empress's leadership. With Yonis's, uhh, tachyon laser to the face during the last round of Succession Trials, the new Ardishapur Heir, Arim, has taken Yonis's place as leader of the Mandate. Although many Nefantar decided to return, the Mandate itself survives and many have chosen to remain under Empire protection.

Angel Cartel

One of the more established of the pirate factions, the Angel Cartel's main base of operations is in the Curse region, though they seem to have tendrils just about everywhere. Little is known about their history or structure, other than that there are four main divisions of the Cartel: the Dominations (the command branch of the Cartel), the Archangels (the main combat arm of the Cartel), the Guardian Angels (whose sole purpose appears to be guarding Serpentis assets), and the Salvation Angels (maintenance and repair division) and that the hierarchy is pretty strictly adhered to. The leading theory on the Cartel's origins is that they originally formed from a loose conglomerate of pirate groups in or slightly before YC 4, but frankly that's a boring theory and I would prefer to think that pirate space kittens have something to do with it. It's long been winked at that the Angels gained most of their weapons and advanced hull designs due to reverse engineering Jove artifacts left in Curse from the First and Second Jovian Empires, but of course the Cartel would never acknowledge such help.

The Cartel has extensive holdings throughout the Empires, but mainly focus on the Minmatar regions, where they gain most of their recruits. Many Matari that join are disaffected by the Republic, but recent changes (most notably the recovery of the Starkmanir and the Elder Fleet invasion) have noticeably slowed recruitment efforts. Still, this hasn't yet seemed to harm Angel holdings, which include significant control over the Caldari "grey market" (bringing in illegal, competing products to the megacorporations' own enclaves). They've also been known to work with the Sisters of EVE in humanitarian missions (per *The Burning Life*). There are even some rumors saying that they've managed to acquire examples of Jove technology to integrate into their ships, but for obvious reasons the Dominations haven't chosen to divulge that information.

Blood Raider Covenant

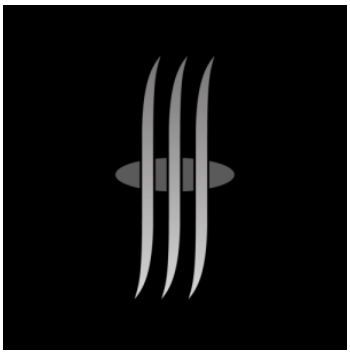
It might surprise you to know that there is an even darker side to an already dark religion that allows and even encourages slavery of sentient beings. An offshoot of the mainstream Amarr religion dating back to the pre-space-flight days, the Sani Sabik (some call it a religion of its own, others call it a cult) agree with the orthodox Amarr religion that some people are born great, while others must serve those born to greatness. Where the Sani Sabik differ, however, is the use of blood in many of their rituals in order to obtain either physical or spiritual immortality. Rituals vary from sect to sect, but the more "mainstream" portions of the religion tend to use blood donated willingly by its own members. Other parts of the sect believe that only blood taken from the unclean and unperfected will do. The Sani Sabik have been exiled a number of times from Amarr space (one such exile apparently leading to the creation of the Takmahl, so think about THAT next time you're in Araz), but like any good pest, the Empire seems incapable of eradicating them completely.

The more militaristic of this subset of a subset of a minority join the Blood Raider Covenant, though I'll note that Source uses Sani Sabik and the Raiders fairly interchangeably (and dives into other considerations quite a bit more). These raiders ply the spacelanes, mostly focused on getting the blood of capsuleers (though they will not turn down a passing unarmed ship) for their rituals. This, oddly, is actually a step up, as before the advent of capsuleers, the Raiders focused primarily on children as their targets. The Covenant, and the Sani Sabik in general, have long had friends in the upper levels of the Amarr imperial court. Most recently, former Court Chamberlain Dochuta Karsoth scandalized Amarr Prime when, after the Elder Fleet invaded, he ran to the Covenant for protection. A long history of collusion was discovered, and Karsoth was eventually captured and executed on Empress Jamyl's order. Since then, the Covenant has been set back on its heels a bit, but the Covenant and the Sani Sabik sect continue to have small, but significant support throughout the Empire. It probably shouldn't surprise anyone that the Covenant excels at the bio-sciences and human anatomy. There are also some suggestions that the Covenant excels at selective breeding and other metabolic manipulation, leading to very robust and physically fit soldiers.

The Covenant is currently run by the person responsible for its recent rise in power and sophistication: Omir Sarikusa. Around him are a close inner circle of theological and legal advisors, mostly given the ominous title of "Bleeders."

The Covenant has become more active with Sarikusa at the helm. The Crimson Harvest has become the Covenant's yearly time to shine, as they set up shops across the Cluster to harvest blood for the upcoming year, with CONCORD falling back on us capsuleers to take these camps down.

Drifters



As if the Jove weren't confusing enough before, CCP introduced the Drifters a few years back as the first new faction we had had in quite a while (then the Triglavians came along and now no one knows what's going on anymore). The Drifters (not to be confused with the Vherokior ancestry of the same name) exploded onto the scene, appearing in New Eden at the same time various unidentified wormholes (different from the normal wormholes capsuleers use daily) popped up around the Cluster. Over the past few years, we've learned little about their history, but we've learned a bit more about their relations with other factions. They seem to work closely with Sleeper drones, both in k-space (where they work together to dismantle Jove observatories) and in abyssal deadspace, while they also seem to have a rival-neighbors-trying-to-show-each-other-up-in-Christmas-decorations thing with the Triglavians (only instead of "Christmas decorations", it's "sheer panic and terror and killing of capsuleers"). The Drifters are a bit weird in that they apparently realized that resistance was futile and went straight-up Borg. With heavy cybernetic enhancements covering just about their entire body, they seem almost more machine than man. Somewhat more worryingly, the Drifters have Jove-level (or even higher) technology at their disposal and aren't afraid to use it, and have been known to attack anyone who gets too close to unidentified wormholes or Jove observatories while they are around.

Drifter ships are incredibly advanced compared to your more orthodox New Eden ships, but (unlike CONCORD) they ARE beatable. Beyond some fancy schmancy non-Newtonian propulsion systems, they have two layers of shielding, a device that allows them to always break sensor lock, and did I mention a superweapon capable of downing capital ships? I wasn't kidding when I said they went all Borg on us. They also seem to have a thing for cloning. Unlike most NPC vessels, the game shows Drifter battleships having one of two Drifter pilots: either Apollo (the Greek god of archery) or Artemis (the Greek goddess of hunting) Tyrannos (which means, uhh, tyrant, and what I'm trying to say is that these names DON'T REALLY BODE WELL FOR US, OK). A third pilot, Hikanta (who is not a Greek god or goddess, so far as I can tell) Tyrannos, has been found hanging out near Drifter Hives. None of these pilots have deigned to converse with us lowly

capsuleers yet, at least not outside of twitter. It's been shown in a recent game trailer that the Drifters appear to be forged out of the bodies of dead clones of capsuleers, brought back to life through advanced technology. I guess that makes them even more zombified Borg than the regular Borg zombies. They are also known to scoop up corpses of those they pod, making them even MORE spooky (possibly… 3 spookeh?!).

If anything, they've become even MORE brazen since their introduction. At first, it started off cute when they showed up to stop a press conference on the results of an autopsy of a Drifter corpse. Then they showed up to show their displeasure with the Amarr navy. Finally, they blew up Jamyl's ship and pod before anyone could respond. They could probably use some anger management, I'm just saying. They're now mostly encountered in abyssal deadspace, where they can be seen usually fairly heavily damaged but still fighting against the Triglavians and capsuleers, and have even conducted raids against capsuleers to get additional access to Triglavian data. It seems the Drifters may have finally met their match in those 3-loving Trigs (nope, that's still a dumb nickname for them, sorry, I'll stop).

That being said, the You-Know-What was surprisingly vague on just who the Drifters are working for and what their ultimate end goals are, given the clarity it gave us on some of the other outstanding questions. Who they're working for, what their ultimate goals are, and whether they're ultimately going to help or hinder us capsuleers are all up very much for debate, and as you might imagine, theories are running rampant even after the release of That Story.

Equilibrium of Mankind

A minor player in a host of minor players (I'll be waiting for the inevitable "how DARE" email from the small but presumably mighty EoM roleplaying contingent), the Equilibrium of Mankind nonetheless has a notable role-playing contingent, as well as a surprisingly well-developed backstory. The order, like the Blood Raider Covenant, is a split off sect of the Amarr religion. The sect was started about 2,000 years ago by Ocilan Ardishapur, the brother to the Ardishapur Heir at the time, after new ancient texts were discovered. These texts had a profound effect on Ocilan. The texts spoke of the downfall and doom of humanity should it decide to remain where God has forbidden it (meaning New Eden, of course). Only those who help to reconstruct the "pathway to Heaven" can be saved from God's wrath, as this was the only path to salvation. The texts were quickly declared apocryphal by the main Amarr church (the irony, of course, being that this probably refers to the destruction that befell New Eden after the collapse of EVE Gate and an attempt to rally people to reconstruct the gateway home), but Ocilan (a wealthy and charismatic fellow) managed to gather a substantial following,

calling itself the Equilibrium of Mankind. The main Church, worried at his surge of popularity and uncomfortable with his message, exiled him from Ardishapur Prime. They established a new colony, and Ocilan, originally thought assassinated, declared war against all who didn't join him in Equilibrium. Since then, the EoM continue their war against the rest of the cluster in mostly in obscurity, a small voice in a cacophonic cluster (though they did apparently manage to steal a titan at one point, it hasn't been seen in at least 12 years).

Guristas

The Guristas pirates are perhaps the one pirate group that like to yarr for the sake of yarring. Founded by Jirai Laitanen and Korako Kosakami in YC 86, the Guristas have a bit of a colorful backstory. The two met each other while members of the 37th Squadron (Go you fightin' octopuses!) of the Caldari Navy. Within the span of a week, Laitanen was passed over for a promotion (despite having an apparently promising career) and Kosakami was blamed for a fatal crash landing. These "injustices" (ok, maybe Kosakami had a valid complaint) were the catalyst needed for the two friends to steal a pair of Condor-class frigates and desert the Navy, heading off to the lawless lands between the Caldari and the Gallente. They quickly set up their own pirate organization, and have been spreading terror under their nicknames: Fatal and the Rabbit.

These days, the Guristas are known for being one of the few pirate organizations willing to hit colonies in civilized (high security) space. They are also known for creating civilian mining colonies and protecting them with their own security forces. Like the Angels, they have a sizeable share of the Caldari grey market under their control, and also run an illegal currency exchange. The Guristas also played a major part in the collapse of the Crielere Project, a joint Caldari-Gallente research initiative that, among other things, produced the basics for cloaking technology (the remains of which still survive in Crielere to this day… though pirates of the player variety still like to haunt that area, I think). Tensions between the State and the Federation rose to such a degree that, after it was revealed the Caldari had pilfered some of the blueprints, both sides quickly withdrew protection and funds from the Project. From there, the Guristas swooped in, raiding the station not once, but twice, eventually making off with the two top researchers, who eventually perished. However, the Guristas suffered casualties of their own: during the raid, Fatal ended up being podded by defenders of the station. However, he had not kept his clone up to date (this was back in the days when you had to manually update a clone or risk losing skillpoints), and while his clone activated, his mind was essentially gone. He was deemed mainly a vegetable for the next decade.

The advent of Valkyrie brought a major update to the Guristas storyline. Through the pre-release comic books, we learned that Fatal was not quite as comatose as we had been previously led to believe. We run into the issue here of, shall we say, an untrustworthy narrator, but Fatal (if he can be believed) claims that after he was podded at Crielere, his consciousness was merely misplaced, not completely lost. The Rabbit, who apparently has the exciting habit of digging through old data caches (I mock knowing full well that doing precisely this is my primary source of income in Eve…), ran across Fatal's consciousness a while back, and managed to upload it to a new body.

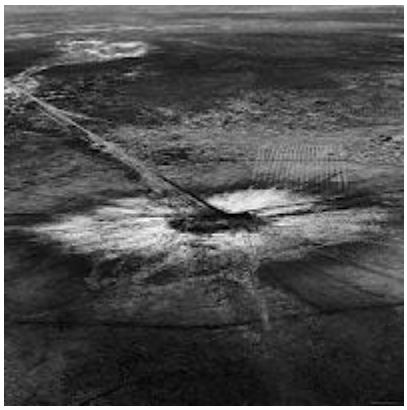
Fatal returned with gusto. Realizing what his consciousness surviving for 10 years in a data buffer really meant, he launched a fighter development program that eventually lead to the formation of the Valkyries. I'll go over the technology later on, but suffice it to say that he was attempting to form an elite fighter squadron. Unfortunately, his plan backfired when the Valkyries revolted against him and took off with most of the technology. The comics imply that Fatal was killed during the revolts, but frankly, I learned long ago to never trust an off-screen death. My skepticism is reinforced by the fact that Fatal continues to bark orders at members of the Schism faction in Valkyrie. With the death of Valkyrie (RIP), the Guristas have mostly returned to a somewhat quiescent existence, joining the groups of pirates that pop up once or twice a year in an event of one kind or another.

Intaki Syndicate

The Intaki Syndicate runs the largest black market in New Eden. Headed by Silphy en Diabel (a former member of the Sisters of EVE who quickly rose through the ranks through some cunning and ruthless strategies), the Syndicate was originally formed by Intaki exiles from the first Gallente-Caldari war who, like the Caldari, wanted to secede from the Federation (a strain of thought that continues to this day in some portions of the Intaki populace). Today, the Syndicate takes care of much of the peacekeeping in and around Intaki space since they happen to run quite the crime, ah, syndicate, if you didn't get that from the name. They also excel at establishing market and banking services for anyone who can't get what they need legally. The Syndicate also serves as a back channel for diplomatic relations between the major empires, which is why the Federation hasn't seen fit to close it down despite its notoriety.

Intaki Culture

This seems as good a time as any to do a brief sidenote on Intaki history and religion. The Intaki were originally discovered by the Gallente in 22794 AD on their homeworld of Intaki Prime about 330 years prior to the founding of the Federation. A primitive culture at the time, they quickly caught up to the Gallente technologically, and were one of the Federation's founding members. However, relations with the Federation have not always been smooth. As noted above, a sizeable fraction of the populace sympathized with the Caldari when they seceded, and the Federation did not hesitate to exile those who showed such sympathies.



Two later events did not help Federal relations with the Intaki. First, in YC 108, there was a massive explosion on one of the Intaki's main agricultural colonies on Reschard V. Despite being Federation territory, the Federation barely responded, leaving it to the Sisters of EVE and Mordu's Legion to coordinate rescue efforts that took almost 7 months to complete. Investigations showed that the explosion was probably caused by a titan detonating a doomsday device in low orbit. Out of game, we know that this was the titan the Equilibrium of Mankind managed to get their hands on, but in-game, no has managed to figure out the perpetrator. Some suggest CONCORD has the answer, but they have refused to release it.

Another event that hurt Intaki-Federal relations was the start of the Empyrean War. Intaki had long been considered low-security space (though they originally asked for minimal protections, they have come to resent the minimal defense in recent years), and the Federation has never committed significant assets to its protection. This showed when, a few months after the new wars started up with the help of capsuleer militias, Intaki fell to a concerted Caldari offensive. The system was eventually auctioned off by Caldari authorities to Ishukone. The literature suggests that there were some backroom deals between Ishukone and unknown third parties to set up a protection scheme for Intaki itself (though that is generally not very well known by the public). Still, Intaki in the Federation took the system's fall hard and this has only enlivened the ongoing secessionist debate.

One of the more unique aspects of Intaki culture is that of its religion, Ida, meaning "to consider". The Intaki see life as just a continuous cycle. Life leads to death leads to life. Followers of Ida strive for moderation in all things, as that is the best way to continue the cycle uninterrupted. Interestingly, they also believe in the rebirth of souls. Through the use of rituals and technology, the Intaki have

found a way to ensure that souls from some dying individuals are able to be transferred to newborn babies. These so-called Reborn are given a place of respect among the Intaki, though the title of Idama is only reserved for those who are Reborn without the use of technology. Oddly, one appears to have popped up recently in Khanid space, though attempts to free the Idama from slavery have been unsuccessful.

InterBus

A joint project between the four empires, InterBus was created to ensure some mode of personnel and cargo transportation throughout the Cluster. Despite being a governmental creature, it has striven to remain above the partisan fray and stay neutral to all parties (be they major empire or pirate gang) to ensure that their shuttles can make it through to any system or station. While InterBus has highly accurate maps and data, they are a closely guarded secret to anyone outside the organization. They also participated in the buyout of all CONCORD owned customs offices, although that may not have been the best deal for them. On a more interesting sidenote, it seems that CCP originally intended InterBus to allow limited cargo ferrying between systems for a fee. Something similar to this is finally getting introduced into the game with Citadels, which means the mean turnaround time for getting a feature into the game is apparently 13 years or so.

Khanid Kingdom

Another pseudo-Amarr protectorate, the Khanid Kingdom came into existence about 300 years ago. As you may recall from the discussion on the Amarr, the losing Heirs are all required to commit ritualistic suicide after the succession trials. I mentioned at the time that there were 5 royal families: the Sarums, the Kadors, the Kor-Azors, the Ardishapurs, and the Tash-Murkons. However, prior to 23041 AD, the Khanids were actually the fifth Royal Family, descending from those Khanids from the non-Amarr continents all those many millennia ago. In that year, the succession trials were underway, eventually being won by Emperor Heideran VII. This meant that the other heirs, including one Garkeh Khanid, were expected to commit suicide. Garkeh was a young Heir, however, and had only recently ascended to Heir status. He apparently was rather loath to give up the role (and his life), so instead of following ritual, he decided to secede from the Empire rather than kill himself, crowning himself Khanid II. He was briefly opposed by his brother, Dakos, who wanted to return to the Empire, but Dakos was assassinated before he could mount serious resistance. This left a bit of a bitter taste in Garkeh's mouth, however, and he apparently remains a tad paranoid regarding his family and whether they are plotting to overthrow him. Khanid remains a separate sovereignty to this day (and the Tash-Murkons were elevated to the status of an Heir family), even taking an inversion of the Amarr seal to show their independence.

For being separate, however, the Khanid Kingdom today takes many affects from the Empire. Khanid II maintained the general structure of the Empire, including Holders and slaves. Indeed, since the whole "we don't want to be part of your empire anymore" business, they've actually cultivated fairly close relations with both the Empire and the Caldari State, to the point that Khanid even has a seat on Empress Jamyl's Privy Council. Indeed, relations apparently improved enough that Garkeh was allowed to participate in the Succession Trials after Jamyl's death, a fact that surprised almost all observers, but a decision apparently ratified by even the conservative Order of St. Tetrimon. After he lost, it was with some amount of surprise that this time around, he decided to go through with the Shathol'Syn, although the fact that his "heir", Farokh, appears to be his exact clone probably helps. Today, the Kingdom is ruled over by Farokh and Queen Zidarez, who recently survived an assassination attempt by Blood Raiders hopped up on a new drug.

Social speaking, the Khanid are seen as a little more progressive than the Empire, since they need to rely on outside trade and new technological development to survive much more so than their Amarr counterparts.

Mordu's Legion

As with many primarily Caldari organizations, the roots of Mordu's Legion can be traced back to the Gallente-Caldari War. As I have discussed already, there was a sizeable fraction of Intaki who sympathized with the Caldari, to the point where they wanted to defect to the State. Many of these defectors had significant military experience. In response, the fledgling State military command put all the veterans in one squadron, under the command of Muryia Mordu. They quickly became one of the most successful units in the war. After the war, many of the Intaki settled in the Caldari system of Kamokor. However, radicals and xenophobes soon took control of the colony and drove the Intaki out. In desperation, they called Muryia for help, who was happy to oblige. They quickly retook the colony, and from there, Muryia decided to constitute the Legion. Today, the Legion stands as the premier mercenary squadron in New Eden (take THAT, Pandemic Legion). Indeed, the Legion is so well-regarded that they were called upon by Ishukone and the Gallente Senate to act as a neutral police force on Caldari Prime.

The Legion has cultivated close ties with the State, despite not being controlled by them. As such, the State often gives Mordu access to cutting edge technology.

However, Mordu (as seen in *Templar One*) is willing to assist anyone, and he alone decides which contracts the Legion will take up. He's a bit of an oddball, and is well-known for his odd sense of fashion, but he's still very much revered by the Intaki veterans and others who have joined the Legion since. The Legion provides no training, and expects those who want to join to be well-versed in combat already.

Mordu's Legion, apparently a leader in manufacturing… death or something, was a founding member of the manufacturer's alliance called Upwell Consortium.

Outer Ring Excavations (ORE)

Miner RPers out there can rejoice: even YOU can RP thanks to Outer Ring Excavations! The biggest mining consortium in New Eden, ORE (see what they did there?) was founded back in YC 91 when its founder, Yani Sar Arteu, broke away from the Gallente mining consortium Astral Mining. Arteu decided to strike off into the outer regions of New Eden, making his home in Outer Ring and Cloud Ring. Until then, those regions had only been considered of moderate value, and not particularly worth the risk of mining out there. However, that was before the discovery of noxcium, a rare mineral that forms only during a supernova. The ore is vital for, among other things, building capsules. Once the importance of the ore was discovered, ORE became a massive and wealthy company almost overnight. Rumor has it that they had discovered a small moon worth of the stuff, giving them a massive market share in the new mineral. Although the various empires (notably the Gallente) tried to demand the location of the large deposit, ORE kept the location secret and built its market share. Today, ORE is well known for developing top-of-the-line mining ships and equipment. It was originally close to Mordu's Legion, but that changed when Serpentis (discussed below) bought a majority share in ORE. That changed AGAIN when the Upwell Consortium and Mordu's Legion helped Yani regain majority control of ORE and send Serpentis scampering off with its figurative tail between its legs. ORE promptly joined Upwell as soon as Yani regained control, which probably shouldn't surprise anyone.

Rogue Drones

Rogue drones a bit unique. They're not quite a faction, but they're significant enough to warrant their discussion here.

As might be expected given their reliance on drone technology, rogue drones had their start in Gallente military research. There was a continued drive to put more and more weapons on bigger and bigger drones that were getting smarter and smarter all the time (you can probably see where this is going). Some of these drones were even equipped with warp drives: they were ships

with everything except a human in command. Well, the inevitable happened (as it tends to do), and the drones at some point gained sentience of a sort and realized that they didn't particularly enjoy being bossed around by ugly bags of mostly water. They soon went on a rampage, escaping from their labs. The incident prompted CONCORD to issue directive Omega-One-Five, banning all research into creating self-aware artificial intelligences.

The now-escaped drones began to act as many living things do: making their homes in space, mining for minerals, and attacking other living things (read: ships) in order to appropriate their resources. The drones next popped up when the Gallente discovered a few new regions. During Operation Spectrum Breach, they began colonizing the new systems in YC 88. About 4 months into the process, however, the drones under Gallente command went berserk, killing hundreds. This happened simultaneously across dozens of systems. The Gallente quickly locked down the regions (now known, appropriately, as the Drone Regions). When CONCORD discovered the new colonies and what happened, they immediately took jurisdiction over the gates and continued the lockdown. They initiated a review of Gallente actions in the Code Aria Inquiry, documenting what the investigation found in their report. The report suggested that the Gallente and CreoDron had violated Omega-One-Five under a project codenamed Orphyx and created more self-aware drones in the process. The report was kept top-secret, and apparently not even released to the four empires. The Gallente were highly embarrassed about this, of course, and halted their expansion programs.

The Drone Regions were cut off from the rest of New Eden for the next 20 years, and CONCORD seemed to have every intention of keeping them locked down. The situation changed dramatically however in YC 108 when the gates to the Drone Regions re-enabled themselves. CONCORD was unable to lock the gates down again. Around this time, the Code Aria report was leaked to the public, prompting outcries from both the public and governments alike. However, the damage was done and the Drone Regions remain open to this day.

Since then, rogue drones seem to be the Forrest Gumps of New Eden, seemingly playing a role in much of the somewhat more esoteric history of New Eden. It was rogue drones that were caching the Isogen-5 that eventually erupted during the Seyllin

Incident, which opened up Anoikis to New Eden. We've never been able to figure out precisely why they were caching Isogen-5 in the first place; until recently, although it's been suggested that they were working with *some* entity it was never quite clear what that entity was, though some had suggested that it's the Other (we talk about the Other below, I promise). However, it now seems more likely that they've been working this entire time with the Triglavians (or at least a portion of them). Filaments for abyssal deadspace were first discovered in the Drone Regions, and abyssal deadspace itself is crawling with drone swarms. How or why the drones started working with/for the Triglavians is unclear, but as the Sleeper drones work with Drifter forces, so the same can be said for the rogue drones and Triglavians. My guess (and it's only a guess) is that the drones approached the Triglavians offering their assistance for… something. So far, only one of the 3 Triglavian clades has enthusiastically accepted the help. The other clades have been less accepting, however, or even outright hostile to them. Whatever their thought processes, though, the ultimate ends of the rogue drones remain mysterious.

Sansha's Nation

Zombies have long been a part of popular culture, so it only makes sense that a cyberpunk version of zombies made their appearance in EVE. They make their appearance through the pirates known as Sansha's Nation. Founded by Sansha Kuvakei, the Nation originally started as a way for Kuvakei to fulfill his utopian ideals. He and his Caldari family had grown rich through arms manufacturing during the Gallente-Caldari war, and he struck out in YC 4 to settle what would eventually be called the Stain region. Out there, he set out to build his empire, preaching his utopian ideals. His nation and his beliefs earned great praise throughout the Cluster and he soon found himself on the front edge of galactic politics. Unfortunately, Kuvakei had a bit of a megalomaniacal streak to him, and all the praise went to his head. He began to seriously believe himself as a kind of deity (or perhaps he was always crazy and the whole "FINALLY everyone is giving me my due" thing kicked in), and believed that others should serve him (really, between the Amarr, Blood Raiders, and Sansha, 'service' is a big theme in like the worst of all possible ways). If they did not want to willingly serve him, he would make them serve him. He began experimenting with the recently-gifted capsuleer implant technology to create so-called True Slaves: people who have lost their own free will and are under the direct control of Kuvakei (the Amarr, in their infinite kindness, gave Kuvakei a number of Matari slaves to experiment on in hopes of gaining better slave control technology). A "lucky" few are allowed to retain some degree of free will: these are known as True Citizens, and often serve in leadership roles. Kuvakei's command and control scheme is quite extensive, utilizing direct linkups from each drone into a kind of hive mind (if he starts calling himself the Borg Queen, I'm leaving again). Despite these experiments, the empires either truly didn't know the extent of his experiments or chose to ignore the obvious slavery implications.

However, the full extent of his experiments came to light in YC 34. Despite the monstrous experiments, they did have one positive result: it led to the creation of the first (and, to my knowledge, only) offensive that was coordinated among all four of the major empires, led by the Gallente. They swept through Stain, wiping out all known colonies and presumably killing Kuvakei himself (but what have we taught you about demanding to see the body before declaring someone dead; Tibus Heth, I'm looking at you). The remaining small cadre of Nation officers was left to drift for several decades. They eventually managed to re-organize, and reappeared in the galactic scene in YC 105, attacking the Amarr Empire and the Angel Cartel for a while. However, they seemed to be of no particularly major threat to anyone, and despite some talk of a major offensive to wipe them out again, nothing happened, and the Nation soon drifted into obscurity again.

Unexpectedly, the Nation returned with a vengeance in YC 112. After almost 4 years of near silence, the Nation suddenly began invading the heart of empire space, raiding planets and abducting millions from the surface, presumably for transformation into True Slaves (this was backed up later on when Incursions was launched when many of the ships had names of systems hit by the Sansha, suggesting they're primarily crewed from people from that planet). Sansha Kuvakei has also apparently re-emerged, although not everyone is convinced that this is actually Kuvakei instead of a replacement of some kind. Capsuleers soon came to the rescue when it became clear that Empire navies and CONCORD were unable to deal with the coordinated, lightning swift assaults that soon became the Nation's hallmark (these attacks, not to be confused with incursions, are known as live events. Generally these were led by one Sansha member played by a CCP employee, and he would bring hundreds of ships into one system and players are expected to respond and defend the colonies. These live events (of which there are other kinds) can be very entertaining, and a great way to dip your toe into RPing if you're looking for a way to get started. Keep an eye on the game world news; there tends to be a heads up there if live events are coming). Things grew more ominous when it was discovered that the Nation had discovered how to create their own wormholes to invade any system they chose, and even MORE ominous when pictures suggested that the Nation had conquered at least one Jove system to serve as a base of operations. The only response from the Jove was a terse message explaining that they had retaken the station in question. We don't hear from the Jove again until the Neverending References Chronicle, and then only to say that they're passing on the torch to the Society of Conscious Thought. My how the mighty have fallen.

These days, the Nation has for the most part abandoned its single-system strategy after a climactic battle in Yulai near the end of YC 113. The Nation now favors constellation-wide incursions, where they attempt to disrupt life as much as humanly possible, with CONCORD not really caring other than paying us capsuleers to take care of the

problem. After his initial appearances, in which he started taking a rather anti-capsuleer stances on things, Kuvakei hasn't been heard from in quite some time. What IS clear, however is that the Empires show no interest in repeating the unprecedented sweep they undertook in YC 37, though given that the Triglavians have repeatedly called for the 'extirpation' of the Sansha, perhaps they will be picking up that mantle instead.

With the mass discovery of Thera and its related shattered systems, which I discuss more in-depth below, the origin of Sansha's wormhole technology has become a bit clearer. When I delved into the Talocan waaaaaaaaaay back in the beginning of the guide (FEELS LIKE FOREVER, DOESN'T IT. UNLESS YOU AREN'T READING IN ORDER. IN WHICH CASE, KUDOS TO YOU, NON-LINEAR READERS), I had noted that the Talocan had developed static gate technology. Sansha wrecks can be found in certain shattered systems epicenters, which, as you may recall, housed many almost-working specimens of the static gate technology. It's fairly easy then to make the connection that Sansha stole or reverse engineered the static gate tech to allow him to commence his incursions into New Eden, and, indeed, the One Chronicle confirms that this is exactly what happens, though it takes pains to note that Sansha doesn't really understand the technology underlying the static gates, and that his version of the tech is much clunkier and less wieldy compared to the tech available to the Talocan or even the Jove. That, of course, still leaves open the question of how Sansha managed to get to these special systems in the first place, but maybe another all-encompassing chronicle will come along down the line to make it all clear in one fell swoop.

Serpentis

The major drug runners in Eve, Serpentis was originally created as a legitimate biochemical company in the Federation. Founded by Igil Sarpati back when neural boosters were legal throughout New Eden, the company quickly degenerated to the darker side of biochemistry by investing heavily in the drug and booster trade after boosters were outlawed (for SOME reason the empires thought dying a terrible and painful death, as noncapsuleers are wont to do with boosters, was a *bad* thing).

Today, the company is a broad-based high-tech R&D company with a core competency in biochemistry (that's a fancy and corporate-speak way of saying that they make drugs). The current CEO, Salvador Sarpati, Igil's adopted son, moved the corporation out to the Fountain region, and even bought himself his own system: Serpentis Prime. The Sarpatis continue to run Serpentis out in the depths of null security space: the only

exception is Salvador's sister Santimona, who is currently head of the Sisters of Eve. Serpentis continues to research and produce boosters and other illicit drugs for capsuleers and the public alike, though they do their best to cloak their actions in running a legitimate corporation. As mentioned above, the Serpentis have cultivated a close relationship with the Angel Cartel, particularly their Guardian Angels, who guard their research assets. Given how they were treated after getting booted from ORE stations, it's safe to say that the Serpentis harbor no good will towards Upwell interests.

Indeed, the Serpentis have been having a rather rough go of it lately (is it possible I am somehow developing modest sympathy for drug pushers? Anything is possible in New Eden!). Not only are they having to fend off raids from Upwell Consortium upstarts (see what I did there?), now they have both the newly-independent Scope News Network and CONCORD on their heels. Perhaps unsurprisingly, the Serpentis have responded to this multi-front war against them by throwing money into a capital-ship development program, the first pirate organization to do so on a large scale.

Sisters of Eve

CCP prides itself on showing humanity's darker side in EVE Online. But even in EVE, there has to be SOME force for good. That force mostly manifests itself in the Servant Sisters of Eve, a humanitarian aid organization universally recognized for its neutrality and dedication to helping any and all who need it (think of it as the Red Cross of the EVE universe). Originating in the depths of the Caldari-Gallente War, the Sisterhood prides itself as the leading humanitarian aid organization in the Cluster. Since its formation, it led relief missions during the Minmatar Rebellion as well as the brief Amarr-Jove War. Today, it has established a number of sanctuaries for weary travelers or those seeking safety, most of them just outside of empire space, though some refugee camps are established within empire space as necessary. The organization is headed by the Reverend Mother, currently Santimona Sarpati, the sister to the head of the Serpentis Corporation, though the two organizations (and siblings, for that matter) are in no way close. Beyond the Sisterhood itself, it also runs a food relief program known simply as Food Relief.

Beyond its humanitarian mission, however, the Sisterhood is also a religious order. Another division of the Sisterhood, known as the Sanctuary, focuses its work on the study of what it calls a calls a 'relic from God': the EVE Gate. Headed by the High Priestess Harna Durado, the Sanctuary is the premier research institution that studies the Gate. What, if anything, they've found in the Gate has remained a mystery to the general public, but they are known to keep a ship stationed as close the Gate as it can get without being ripped apart by the intense turbulence (the Gate, alas, is located approximately 3

lightyears outside of the New Eden system, and is inaccessible to us capsuleers). High Priestess Durado has decreed that research continue, however, since they believe that the Gate is key to getting access to heaven. Evidence indicates that the Sanctuary is a bit more… shall we say *militant* than the other branches of the Sisters. If any conspiracies against the capsuleer regime are going to appear, you can bet that they'll start in the Sanctuary.

As always in the EVE universe, however, even the Sisters have an ulterior agenda. Although publicly the Sisterhood has distanced itself from the current unofficial head of the Intaki Syndicate, Silphy en Diabel, there are some indications that the Sisters and the Syndicate have worked together to use unwitting capsuleers as part of its research projects. A few years back, all capsuleers received a limited edition shuttle known as the Zephyr, designed by the Intaki polymath Valsas en Dilat. For unknown reasons, there does appear to be some indication of collusion with the Syndicate to use the Zephyrs, which are apparently invisible to Sleepers (meaning that they can fly around any Sleeper site in w-space without getting attacked by the drones… players of course are another matter, and they are visible to Drifters as well) to collect data for the Sisters. Obviously, this isn't known to the general populace (indeed, only Silphy and Santimona appear to know anything about it), so it should be considered off-limits to characters, but it's an interesting subplot nonetheless.

The Sisters' skeeziness has upped to the level of ULTRASKEEZE in more recent times with the discovery that they know much more about recent happenings in Thera and other shattered systems than they had previously let on. When capsuleers first entered Thera, we had expected to find a virgin, uncolonized system. What we found instead were not one, not two, but FOUR fully functional Sisters stations, with the ruins of four others, making it clear that not only had they made it to Thera before the rest of the Cluster, but that they had been in Thera long enough to make a significant presence there. Many of their facilities are dedicated to research of and experimentation with the various Sleeper and Talocan technologies that can be found throughout Anoikis. What their ultimate goals are with this research, why they hid it, and how they got here before the rest of the Cluster, are still very much unknown (a phrase I feel like I've been saying even more than jokes about how the Amarr are slow and plodding), but they have become more and more brazen in recent weeks.

Society of Conscious Thought

As with anything Jove-related, the Society of Conscious Thought is best described as a mystery wrapped in an enigma wrapped in a person-with-a-genetic-deformity-that-will-lead-to-death-by-depression. Founded about 300 years ago now by Ior Labron, the Society was originally a spiritual institution and an attempt to discern

the meaning of life, based partly on the teachings of Ior's mentor, Gorda Hoje. Though the Jove are not generally a spiritual people, those that do look towards faith look with zest. Although it had its start as a religious institution, the Society soon took on a political dimension, gaining quite a bit of clout within the Jovian Directorate and in many respects acting like a shadow government. Eventually, they abused the clout too much for even the Jove, and the Society was kicked out of the politics business. Thoroughly chastised, the Society withdrew from political life, and various splinter groups of the Society settled in remote regions. These settlements, named kitzes, were self-sustaining enclaves where research continued apace. They also established schools that quickly became well-respected throughout the Cluster.

But the Society was unable to keep itself from the darker side of life. It came to light a few decades ago that some kitzes were apparently working with Sansha Kuvakei to help develop his True Slaves. This again rocked the Society back on its heels, and in an attempt to repair relations with the Cluster, the Society opened its renowned schools up to all races. It also set its sight on a new, seemingly more benign area of research: the social sciences ("What harm could they possibly do there?" says everyone). The Society soon realized through its research that it was possible to individually tailor educational programs to a specific child based on that child's tendencies, and that these programs could even help curb detrimental tendencies in a child. This in and of itself was nothing new in education, but as usual, the Jove took things a bit too far when it combined these new programs with its research on mood enhancers. What many people would call a form of brainwashing, the Society called its Hyperconsciousness agenda, and it's been used on the children admitted to its schools for quite a while now ("Oh, THAT'S the harm they could do" everyone says).

More recently, the Society has focused its efforts on technology that helps its social sciences studies, including an amnesiac agent. Much of its effort in recent years, however, has been focused around the Book of Emptiness. The Book, in reality a small machine named after a lost Amarr holy book, was an attempt to cure the Jovian Disease by removing all negative thoughts and emotions. Unfortunately, it had the unintended side effect of reducing its users to slobbering idiots. Needless to say, it was rejected as a cure for the Disease, but the Society has focused its research efforts on it in recent years regardless, even if its agenda is not known publicly. Indeed, publicly, the Society and its kitzes are still held in very high regard as the premier educational institutions in New Eden.

After being quiet in the news for several years, the Society suddenly rose to prominence again in the latter half of YC 117. In one of the last public appearances before Jamyl's

death, her Avatar-class Titan was scanned by one Matshi Raish, an Elder Mentor of the Society and one of its most public figures. After he refused to stop his scans, his ship was rather unceremoniously blown up by Amarr naval forces. Before his ship died, however, Raish seemed content with the results of his scans. We learn later in the Chronicle of the Damned that Raish was merely podded and sent off to his medical clone. It turns out that the Society had had concerns regarding Jamyl and her friend-that-no-one-else-can-hear for quite a while, and the scans they performed confirmed that there were two brain patterns in Jamyl's mind.

After his resurrection, he spends most of the Prime Chronicle discussing the majority of the major plot points of New Eden over the past few years with his Jovian mentor (and one of the few still remaining in the Cluster). In gratitude for continuing the lengthy, *lengthy* discussions, the Jovian mentor appoints the Society as the heirs to the Jovian legacy, and specifically appoints Raish to the Jovian seat on CONCORD's Inner Circle. Not too shabby a prize for listening to some old windbag talk for a few thousand words, eh?

Since assuming the Jove's seat on the Inner Circle, Raish has led efforts to examine the Upwell Consortium, and has expressed some concerns about the business conglomerate. The ultimate source of his concerns haven't been fleshed out yet, however.

Upwell Consortium

The Consortium is a newcomer to interstellar economics but is quickly becoming one of the leading commercial enterprises in the Cluster. They were formed back in November of YC 117 by a conglomerate of, well, corporate conglomerates. The founding members of the Consortium, Chemal Tech, Eifyr & Co., Intaki Bank, Mordu's Legion, Ytiri, and Zoar & Sons (they've since added ORE to the Consortium and negotiated deals with both InterBus and Impetus, an entertainment company), are not the bigger names in Cluster business, but combined they make up a hefty share of revenue. Notably, the Intaki Bank's involvement means that, if necessary, Upwell can get its money laundered quicker than I can get a clean pair of jeans on Sunday, demonstrating that not all of Upwell is intended for the up and up. They quickly named Yani Sar Arteu as the chairperson of the board of directors, who promptly stole back his toys from the mean old Serpentis. For capsuleer purposes, Upwell is particularly notable as they're the ones who developed citadels and all of their various stationary cousins for all of our docking/destructive/moon mining/production

needs. Upwell tried to get on the capsuleer community's good side by offering us ~~bribes~~ prizes to help us further their research efforts. Between the rather Orwellian-named Department of Friendship and Mutual Assistance and the fact that the Upwell's PR spokeswoman, Lee Brinalle, seems more falsely chipper than CSM candidates promising us that they will finally force CCP to give us puppies in our CQ, we can basically assume that Upwell has nothing but our best interests at heart. Perhaps most ominously, the very first thing that Matshi Raish asks after being elevated to CONCORD's inner circle in the One True Chronicle is regarding Upwell, demonstrating that the Society has its own concerns about the new corporate conglomerate.

Technology

For a game that takes place 21,000 years in the future, technology actually plays a fairly secondary role in the lore. That is a testament to CCP's content writers who avoid, as much as possible, the whole "technobabble saves us all" approach to conflict resolution (much as it pains me to say this, my beloved Star Trek is particularly bad at this). Still, it'd be ridiculous if CCP didn't lay down SOME background knowledge on the technology that makes our lives in space possible. I'm only going to be covering the big ones here, but there's a LOT of lore out there for anyone who's interested in the more mechanical side of things.

Capsules

Ah, the capsule. The pod. The egg. As particularly bad trolls try to say in help chat now and then (feel free to say hi to me in there if you see me), some think it's a sign that you've leveled up when it first appears. The capsule is the singular achievement that separates us players of EVE Online from the general unkempt masses in the rest of New Eden. The deep history of the capsule is, to my knowledge, completely unknown to us, in game or out. What we do know is that the Jove (for reasons unknown) offered Ishukone capsule technology in 23224 AD, shortly before the battle at Iyen-Oursta. In exchange, Ishukone handed over significant amounts of cultural and social information.

The capsule offers a pilot complete and unfettered access to a ship using only one's mind, while cocooning the body in a hydrostatic fluid containing oxygen and nutrients that dampens undue stresses (and means that we breathe and eat liquid which is just WEIRD, but not unknown to real-life science). Connections are made directly to the pilot's nervous system that allows them to feel each time a ship gets hit, to move the ship as one would move a muscle, and to see out of a ship's camera drones as if it were their own eyes. The ship's computer even creates sounds to feed into a pilot's auditory cortex to help the pilot situate himself or herself in space. This direct connection to the ship drastically lowers a ship's crew requirements, while also dramatically decreasing reaction times. The end result is a faster, leaner ship that has even more capabilities than a ship with a crew twice its size. This, incidentally, is the theoretical reason why we players are able to kill rats as easily as we do. Capsule-piloted ships are so efficient that they take on ships the same size or even larger vessels with nary a scratch. Obviously, when a pod-piloted vessel explodes, one of its last orders of business is to safely eject the pod from the dying ship (the rest of the crew may or may not be as lucky).

But the capsule is not without its risks. Beyond the risk that a potential pilot doesn't have the proper genetic makeup, the biggest risk to the average would-be capsuleer (ignoring the apparently painful process of adapting your body to the capsule; you know, holes in your spine, parts of your skull peeled away to make way for implants, etc…) is something known as "mindlock." It apparently occurs when the brain isn't able to "shrink" itself back down to a mere human body. It got accustomed to controlling the pod and/or ship, and once unplugged, it couldn't re-engage its connection to the much more frail/boring human body. In the chronicle I linked here, it's quite clear that a mindlocked pilot is still fully conscious and aware of what's going on around him, just unable to move. However, even the Jove apparently didn't know at that time whether a person was still conscious in a mindlocked pilot. It's still not clear where the state of research is on mindlock in modern times. What IS clear, however, is that the incident rate of mindlock is very low today, thanks to better training techniques and better understanding of the genetic factors necessary for a successful pod pilot, so it's not a big deal these days.

Even if you meet the minimal requirements, however, becoming a pod pilot is a time consuming endeavor. Potential candidates have to be in perfect physical condition and basically a genius (fun fact: you need an advanced degree to become a capsuleer, so congratulations on all you new Space Doctors out there!). After that begins a five-year physical and technical training program, which includes such fun activities as 10 days of sensory deprivation, shock simulations, and other grueling physical tests to accustom your mind to the concept of thinking of the ship as its body. The last step in the training program is submitting to voluntary euthanasia to clone yourself to your new body (so sorry to all of those high sec people who say they've never been podded before).

Cloning

While the capsule alone dramatically increases a ship's effectiveness, the thing that makes us pod pilots truly immortal is the joining of a capsule with cloning technology. Cloning has been around in New Eden for a while (a business prospectus of one cloning company, Cromeaux Inc., can be found here, which describes the basic process). But this isn't modern real life cloning, where your DNA is taken and a clone is grown like a child would be. Rather, biomass of some kind (usually, human cadavers in the high quality clones (yes, it's made of people), but apparently any kind of biomass will do) is used to create a human body with functioning organs. These generic humans are then seeded with a customer's DNA and stem cells, so within a few months the body is made up mostly of a customer's own actual DNA. Tattoos, skin coloration, and piercings can be applied as the process continues. The one organ missing is the brain.

The brain is instead grown individually after a cloning contract is created. When a person becomes a clone company's customer, a brain scan is taken to get the brain's shape and major nerve clusters positioned appropriately. This scan is used to create a gel model that eventually leads to neuronal growth that matches the customer's own brain structures. This new brain is seeded with receptors attached to an FTL communication receiver. If that's a bit too technobabble-y for you, the process is essentially that the basic blueprint of a pilot's brain is created from the scan, it just doesn't have specific details to it yet.

At the moment of a customer's death (which is triggered by basically almost any change in pressure in the pod's fluid, so as to trigger almost immediately upon pod breach), a snapshot of the brain is taken using a transneural burning scanner. This scanner is able to see, down to individual neurons, the exact state of a person's mind at the time of death. The scanning process has the somewhat unfortunate side-effect of completely destroying the original brain (and if that's not sufficient, a quick-acting neurotoxin is injected just to be sure), but it is able to then transmit the brain's exact state via FTL communications to the new clone. In the new brain, the transmitted patterns can quickly be almost precisely duplicated using the aforementioned receivers. The whole process of transferring consciousness can be completed within moments.

Unfortunately, modern burning scanners are somewhat large contraptions that require a person's head to be in precise alignment at the moment of death. Because planning death this precisely can be difficult, cloning and transfer never quite gained wide traction throughout the cluster, remaining the province of the rich for the most part. This changed, however, when engineers realized that there was a significant and growing population who would always be in the same position when they were most likely to die: pod pilots. The two technologies were successfully combined in YC 104, with the neural scanner now tied directly to a pod's structural integrity system. When the pod detects a breach of any kind (since the chances of surviving a pod breach are minimal anyway), the scanner is automatically activated and that body is instantly killed, with the consciousness of that person transferred to the new clone body (Soul? We don't need to know what a stinkin' soul is). CONCORD quickly authorized (and, indeed, required) the use of cloning technology in pod pilots in YC 105 (conveniently, the game year that EVE Online starts in). The age of the pod pilot had begun.

Since then, we've had some further advances in cloning technology. One such development was the jump clone. Activating a jump clone is essentially podding yourself in a controlled environment. But because you killed yourself *carefully*, technicians are able to salvage the implants from your head and make sure they don't get damaged before plugging it into the new clone. Ostensibly, the cool-down timer after clone jumping is to allow technicians time to prep the new clone for you to jump back into, as well as to ensure your mind isn't too damaged in the process. The other major development (at least for RP purposes) in cloning tech is the concept of soft cloning. The idea is that, if you're willing, you're able to create mental-state-images of your brain using a slower, less-death-inducing brain scan than the transneural burning scanner used when there's a pod breach. The scan takes a few hours to complete, but ensures that even if capsuleers are killed outside of their pods, some version of their mental state survives to be installed in a new clone (even if it means that you lose a few days/weeks/months of memories since the last time you made a ZIP disk backup of your noggin (rereading this on an editing pass, what on earth was I thinking making a ZIP disk reference here? Man, I'm aging myself hard here but I feel compelled to keep it for purposes of future technoarcheology)). The concept of soft cloning had long been hypothesized by the RP community, and has fallen in and out of fashion in the official canon, but its existence was recently confirmed (again) by CCP (and was even briefly alluded to in the All-Chronicle).

Perhaps the biggest advance in cloning tech since the joining of the clone with the capsule has come with the arrival of Valkyrie. The comics introducing the lore around Valkyrie gives us some interesting insights into where the tech has gone. Perhaps most importantly, it shows the revolutionary advances that have really come about in terms of the trans-neural scanner and how to really integrate that technology to make it more seamless for the pilot.

For those who can't get a hold of the comics, I'll briefly recap the relevant points: Rán Kavik, our stalwart protagonist, dies but then she doesn't (I'm more tempted than I should be to just leave it here, but I won't). Rán is an ace Gallente pilot when something goes wrong and her fighter explodes during a training mission. She should have died, but (as any number of fiction tropes can attest, even if you actually saw the person fall/get stabbed/lose a head/etc), she didn't really die and instead wakes up later on under the care of now-revived Fatal, of Guristas fame, who apparently managed to snag her consciousness at the moment of death as if she were in a capsule. The comics rather clearly show Rán undergoing a consciousness transfer apparently identical to the ones that we capsuleers regularly undergo upon podding, only without the benefit of years of training (or even knowledge that it was going to happen). Now, we don't get much of an insight into how, exactly, Fatal managed to capture Rán's consciousness, but the fact that he managed to do it from a standard Gallente fighter suggests a truly revolutionary advance in terms of being able to capture the mind-state of the pilot at the moment of death.

Beyond that, it seems that we've had some advances in storing that mind-state in digital form. Before Valkyrie, we almost never heard of consciousnesses getting stored in computers for any length of time; it was always a direct transfer from the dying corpse directly into the fresh ~~soon-to-be-corpse~~ body. But not only do we see Fatal's mind-state getting stored for 10 years in a data cache, but (spoiler alert) Rán's managed to get copied and placed into a second body.

The advances in cloning tech seem to be limited to the Guristas, for now at least. However, the Sisters of Eve have also been doing their own research into cloning tech, and they managed to piss off CONCORD by releasing it to all 4 empires without going through CONCORD. This is what lead to the development of alpha clones: simplified clones that don't QUITE have as many advantages as your standard omega clones, but are significantly easier to create and maintain.

DUST 514 Technology

DUST 514 added its fair bit of new tech. The most important of which involves the mercenary implants, which takes the aforementioned cloning technology to a new extreme. I mentioned above that normal cloning scanners require the head to be precisely positioned in order to properly scan and download a pilot's neural patterns. However, in Templar One (its very much worth a read if you have an interest in deep EVE lore… but if you're looking for a (very) brief over, see this video), a new conscience transfer technology is discovered. Found in Sleeper ruins, the new implant offers the same basic functionality of the old-style (I use the term loosely for something that

humans won't invent for another 21,000 years) transneural burning scanner, but with a number of important differences. Perhaps the most important one is the range limitation. Pod pilots, when killed, have their neural data sent via quantum-entangled atoms. Because quantum entanglement has no obvious range limitations, a pod pilot can be killed anywhere and still be resurrected, as long as they are within their pod. Given how the mercenary implants work, however, such a range is impossible. Thus, DUST mercenaries must be within a few thousand kilometers of their Clone Reanimation Units (where the merc respawns after death) in order to ensure that the data is transferred correctly. But the changes go beyond that. As noted above, when pod pilots die, their entire neural profile is transferred at the moment of death and recreated in a new brain. However, for DUST soldiers, the soldier's personality is centrally stored in a computer somewhere, along with all of his or her knowledge and skills. When the soldier dies, the implants transmit back a small update file that only includes memories and skills obtained since the last time the soldier's neural data was downloaded. The new, updated personality construct is then downloaded to a new body and the solider is sent off to battle once again.

The Amarr first stumbled across these implants while investigating Sleeper ruins. They found intact, but seemingly dead, bodies and took them in to study. They eventually discovered the implant's capabilities and were, naturally, intrigued by them. However, the Amarr were unable to reproduce the implants themselves. Faced with this unprecedented military technology, they did what any God-fearing society would do: they resorted to grave robbing. They soon culled hundreds, if not thousands, of these implants and used them for their own purposes. The other empires (with a little help from CONCORD and good ol' Directive Alpha Gamma 12) soon caught wind of these programs, and set to work on their own research initiatives, following the same grave-robbing techniques the Amarr first pioneered.

The problem, of course, was that the Sleepers they were culling the implants from weren't actually dead. They were simply living up to their names: they were sleeping. The implants, apparently, not only serve to transfer a conscience to a new body; they also help connect that conscience to the Sleeper mainframe, as it were. When the implants were removed from the Sleeper bodies, at least parts of the Sleeper conscience remained in the implants. And it turns out they didn't much appreciate being ripped out of their own bodies and used for the designs of us lesser civilizations. They would briefly take

over the new mercenary soldiers, making them speak in tongues and have strange visions.

The Amarr eventually recognized what was going on and, with massive effort, managed to create their own functionally equivalent implant technology. Seeing that harvesting more of these implants could incur further wrath from the Sleepers, Empress Jamyl authorized each of the empires to have access to her alternative (though whether she was acting of her own accord or the Other's is another matter entirely), Sleeper-less implants. And thus, DUST 514 launched with each empire having their own sets of immortal infantry, apparently free of the terrifying visions that hampered previous incarnations of soldiers. Despite obvious advantages, it doesn't look like capsuleers will be gaining access to this technology anytime soon. Oh, and I should mention that I believe the same strict compatibility requirements for capsuleers apply to the new implants.

One final note before I move on: CCP has made it clear that DUST 514 refers to something, but what specifically hasn't been quite spelled out yet. I would guess that DUST (which, according to CCP, is meant to be capitalized as such) is an acronym for something. And the 514 chronicle states that each soldier with the Sleeper implants had terrifying visions. Given the upcoming shutdown of DUST, if CCP doesn't let us know I will be QUITE the ticked-off Lore-Guide-Author, LET ME TELL YOU (editorial update: APPARENTLY I SHOULD BE QUITE THE TICKED-OFF LORE-GUIDE-AUTHOR). In any case, at some point I'm assuming we'll get new merc lore if/when Project Nova gets released, but for now I'll just maintain this for the sake of history.

Faster-Than-Light Communications

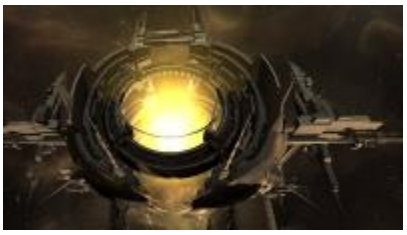
FTL communication was actually developed significantly after the development of FTL travel. Strangely, after FTL travel was developed, a ship became the fastest way to spread information, a situation not really seen since the great Age of Exploration on Earth before the development of radio (and, I guess, probably in the steampunk age on Gallente Prime or the seemingly endless but infamous boat era on Amarr). As the interstellar community grew, some form of communications proved necessary to allow communications across the hundred light-years of New Eden. Many attempts were made to solve the problem, and it was such a problem that even the ancient civilizations seemed to have their own problems with the concept. Some had hoped that the idea of entangled particles (quarks and atoms that, through some quantum mechanical wizardry, instantaneously respond to a stimulus on one of the tangled particles, regardless of how many light years apart the two particles are) would solve the problem. While this line of research seemed promising, no data seemed to be able

to be transmitted through entangled particles; only random noise made it through the gauntlet of quantum statistical probability.

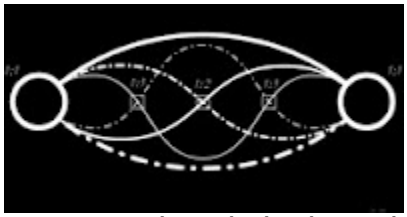
The breakthrough came from a young Gallente scientist, Li Azbel, although she might well have been Minmatar given her solution. Her solution is complicated and filled with technobabble that would make a Trekkie proud, but it essentially comes down to using that random noise to her advantage. Rather than transmitting data bit by bit, she discovered she was able to modulate the amount and frequency of the noise itself, which lead to being able to transmit data. With this breakthrough (using useless junk to piggyback data onto), engineers were quickly able to construct fluid routers made up of entangled particles. These routers were soon joined into a massive communications network that today spans the cluster, and allows us now to contact any person anywhere.

Stargates

Stargates are the backbone of New Eden, shaping the cluster and its politics as we know it. The gate network snakes throughout New Eden, and today lets us cross over 100 light-years in just a few hours. Conceptually, jumpgates are actually fairly easy to understand: they're artificially created wormholes that take you from one system to another. It's their construction that mucks things up a bit.



As I mentioned above, our modern stargates are based on the wrecks and ruins of stargates originally built during the first colonization of the Cluster. The Amarr were the first to discover the near-perfect ruins of a gate in Amarr Prime, which let them fairly easily reverse-engineer the working principles. The problem that they ran into was that a single gate is not enough: it needs a partner. So before the Amarr could activate the gate in their own system, they had to send out ships filled with crews in cryogenic suspension. The ships would travel on their own for years or even decades until coming to the new star system, at which point the crews are woken up and they construct the companion gate. While most of the time these journeys ended well, there have been some very close calls. The discovery of jump drives only came about recently, and even today there are dozens of ships heading out into the unknown to try to construct the next set of gates.



Stargates can only work in certain locations. The artificial wormholes are created at points of gravitational resonance (essentially, where gravity waves can cancel each other out, like at Lagrange points for the more scientifically inclined, or when you create a standing wave). At these resonance points, the gravitational shear is so intense that it becomes easy to just poke a hole through

space-time. The hole doesn't necessarily connect to anywhere at first, but if two gates are near each other and told to activate at the same time, they Technobabble their way into opening a wormhole between the systems every time you jump. CCP made me a very happy camper by retconning that these stable gravitational nodes can now be found on the edges of solar systems or near planets of sufficient mass (originally, a stargate could only exist in a binary system and since we never see binaries in New Eden astrography (only in WH space), it caused a bit of a headache for us lore nerds). There's more maths and technobabble involved in the article linked to in this paragraph for the people interested, as well as *Eve Source*, but suffice it to say that using a gate can be an uncomfortable experience since, even with modern technology, you're still being stretched along a pretty steep gravitational gradient.

Today, the technology of stargates have been miniaturized enough that capital ships are able to create their own wormholes capable of carrying themselves to nearby systems without the use of stargates, though the use of a jump drive (this jump drive should NOT be confused with the jump drive mentioned in the interstellar travelling article I've been linking. That 'jump drive' seems to be referring to what we now call the warp drive). The general principle of the jump drive seems to be the same as stargates, only now the use of cynosural beacons allows the forming wormhole to easily latch onto something in the destination system. Jump bridges work on a similar principle.

Valkyrie Technology

The advent of the age of Valkyrie brought with it quite a bit of lore to keep us nerds occupied. Indeed, Hydrostatic Podcast spent well over an hour dissecting everything we about the game and what it brought to the Eve universe. Most of the story is background on the Valkyries themselves, of course, but we also get some interesting (and mildly unsettling) looks into where tech is going in New Eden. I discussed this a bit in the cloning section so I won't overly belabor the point (you'd think after writing 80 pages about Eve lore over the span of half a decade I wouldn't mind about belaboring points, but here we are), but clearly we see between Dust 514 and Valkyrie that the uses for trans-humans are increasing while the size of equipment necessary to pull it off are shrinking. Beyond the advances in cloning tech, we mostly see a few advances in fighter technology.

Vitoc

It's hard to control slaves. They tend to not enjoy the experience. It was a lot easier to control slaves before they learned to read (since reading allows radical ideas like "hey, let's not be slaves anymore" to be easily

transmitted throughout a slave community), but in order for most slaves to be useful in this day and age, the ability to read and write is basically required. So as time went on, the Amarr had to develop more advanced techniques to control their slaves. One of the more devilish techniques they developed was the use of vitoxin and its antidote, vitoc.

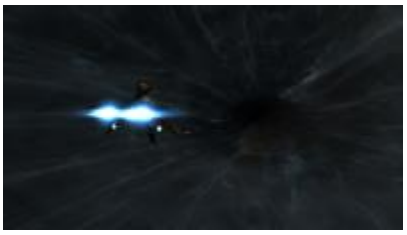
The methods have varied over the years, but the underlying concept is the same: inject the slave with a toxin that will kill the slave (in, of course, the most gruesome and painful way possible) unless an antidote is injected every day or two. That antidote is vitoc. To make matters worse, vitoc was also created to be extremely addicting, producing intense states of euphoria after it is injected. Thus, even if there were a way to remove the toxin from the slave, they'd still find themselves intensely addicted to the substance. In the modern era, the Amarr have swapped to using a virus that ultimately produces the deadly vitoxin. The Amarr use this to control their slaves, threatening to withhold the vitoc if they do not follow orders.

Various attempts have been made to fight vitoxin and vitoc addiction over the years. One of the most promising cures, Insorum, was developed by Ishukone. Otro Gariushi, Ishukone's former CEO, gave the antidote's formula to the Minmatar free of charge and it is now part of the standard treatment regimen. However, research into other cures, both scientific and holistic, continues. One of the primary centers for vitoc research can be found in Yrmori, at the Forlorn Hope institute (which is admittedly not the first name I would have picked for an optimistic "yes, we can beat this thing" research institute), though a full cure for the toxin and addiction have yet to present themselves.

Warp Drive

I would be remiss if I didn't mention the warp drive in the technology section. Formally known as the Sotiyo-Urbaata drive for the two Caldari scientists that developed it, warp drives are the things that allow us to zoom around the solar system at multiple astronomical units per second (as a reference guide, it takes light approximately 8 minutes to travel 1 astronomical unit, so traveling at the standard 3 AU per second is quite speedy indeed, and roughly on par with Star Trek's warp 9). First developed in the year 22821, the drive was built to solve the problem of how to quickly travel between Caldari Prime and Gallente Prime. Even though the drive was developed over 600 years ago, the Amarr and Minmatar took a while to catch on (the Minmatar had independently developed acceleration gates

for their intra-system travel needs, the Amarr apparently just enjoy a slow and plodding place).

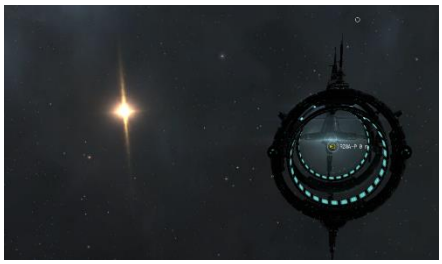


The warp drive works through the magic of "depleted vacuum." Even empty space generally has SOMETHING in it, be it atoms here or there, energy, or even just random particles that pop into existence only to be annihilated mere moments later. So even the vacuum of space is never truly "empty." The warp drive works to create full, "depleted" vacuum, so there is literally nothing in it. No specks of dust, no virtual particles, no energy or matter of any kind. Such an empty place, according to the game lore, has special properties. Rather than being affected by friction, it actually has anti-friction: things (including light) actually move faster in this kind of space, rather than slower. By creating a depleted vacuum and expanding the field to cover the entire ship, the ship then slips into faster than light speeds as it tunnels through space. Navigation at FTL speeds isn't easy; the ship can only detect gravitational sources at warp speeds. When the drive is activated, it locks onto a sufficiently massive object (even stations can do) that acts as a beacon, so the drive knows when to cut out. The need to lock onto a gravity source to activate the drive is the nominal reason why you can't just pick a random direction and warp off, but doesn't quite explain how we can just warp to bookmarks in the middle of nowhere (but WHATEVER). Furthermore, you can blame your warp core (essentially, a reactor (each race has their own kind) coupled with the depleted vacuum generator) for creating "four dimensional drag" that pulls your ship to a halt (this is ostensibly why we play submarines in space (from a physics model perspective), as opposed to the Newtonian motion that we would see in real life).

Miscellaneous

There's just a few things left that I want to touch on, and then I PROMISE I'll stop writing. These are things that either seemed to fit either everywhere, or nowhere at all, so I figured it would just be easiest to separate them out into their own little category.

Caroline's Star and Thera



More than any other singular event, the appearance of Caroline's Star marked the renaissance in Eve lore (which, while I love it, I really, really wish that they hadn't started this as I was driving down I-55 to get home for Thanksgiving; checking twitter while driving is hazardous to your health, everyone). Anyway, in November of YC 116, a spatial anomaly became visible after being first noticed by capsuleer and noted space photographer (and notorious butt-slapper) Caroline Grace. The anomaly quickly became visible throughout the

Cluster which, if you know anything about how light works, shouldn't be possible simultaneously across over 100 light-years. With backing from CCP, the anomaly was colloquially became known as Caroline's Star, though its technical name if you want to get fancy (or boring) is Superluminal Stellar Anomaly YC116-11-26.

With the anomaly growing bigger and brighter by the day, some quick-working members of the lore community managed to triangulate the position of Caroline's Star. Startlingly, the anomaly seemed focused on a Jove system with the rather boring name of W477-P. It was shortly after the appearance of Caroline's Star that unidentified structures, eventually identified as Jove observatories, began decloaking throughout the Cluster. With the appearance of these structures came the first appearance of the Circadian Seeker Sleeper drones which I've previously discussed, and eventually the Drifters, who have grown more and more hostile as time has progressed. It was also around now that 101 new systems became accessible to capsuleers through the wormhole network. All of these system are barren wastelands, consisting of planetary systems in which each planet has been shattered by a cataclysmic event (think the Seyllin incident but only moreso). At the center, above a turbulent star, sits the enigmatic epicenters.

While the events surrounding Caroline's Star had been the subject of very heavy speculation in the lore community, the Ever-Chronicle (hallowed be its name) shed light on what actually went down in W477-P, even if we don't know the full story in-character. Long story short, blame the Talocan. You see, the Talocan were all fancy schmancy, but being THAT level of fancy schmancy requires a lot of energy. One of the best places to get a lot of energy is that big pile of nuclear fusion in the sky. So the Talocan built a giant solar panel around W477-P; a concept that's been long theorized and what we call a Dyson Sphere in the real world. To be more specific, the Talocan apparently constructed a variation on the sphere called a Dyson swarm; rather than building a solid sphere around W477-P, they built a lattice of interconnected solar arrays. Saves a bit on material costs (though when you're building something around an entire friggin' star, I'm not sure how much material costs even matter). From this lattice, they powered most of their wormhole connections and various other doodads, and transmitted that energy throughout the present-day cluster.

After the Talocan moved on to wherever it is they moved on to (my headcanon says they became the Q but that's just me), they left most of their energy infrastructure intact. The Sleepers, as they ran from the ruins of the Second Empire, stumbled upon the energy lattice and managed to figure out how to hook up some of their own devices to it (notably, the cloaking devices of the various Sleeper caches found in New Eden), which they used to flee into Anoikis. After the Sleepers left, the REST of the Jove

stumbled upon it, and quickly realized exactly what they were dealing with. The Jove hooked up their own devices (notably, the cloaking devices of the observatories spread throughout the Cluster).

Thankfully, before the cycle could repeat again W477-P exploded.

This is perhaps the oddest portion of the whole affair. Even 10,000 years ago, it would have been clear that W477-P, as a red supergiant, was fairly close to going supernova. So why the Talocan chose to build one of their primary energy generators around that star is a bit of a mystery, and one that remains unresolved to this day.

Anyway, the Jove realized what was going to happen, and figured it was going to happen in the next 1500 years or so after their discovery of the lattice. What the Jove didn't anticipate (and frankly, couldn't have anticipated) was the Seyllin Incident, which I discuss below because putting this section in alphabetical order seemed like a smart idea at one point. But to make a long story short (I know, I know, THAT particular train left the station somewhere around page 4), the Seyllin explosion, through the various wormhole connections that already existed around W477-P before it went off, funneled a LOT of mass and energy into W477-P, and an already nauseous red supergiant didn't react well to a lot more food going into its stomach. I'll end the metaphor here but you can guess how it ends.

So W477-P goes supernova and the Jove have a VERY bad day. W477-P is pretty close to Jove space. More importantly, stargates existed in W477-P, and the energy released by the supernova was able to use the gate network to spider out from W477-P, leading to the collapse of almost the entire Jove stargate network (there's a bit of retconning going on here, as I don't think the W477-P network ever formally connected with the Jove regions next door, but we're just gonna run with it). Ironically, the Jove's love of isolation probably saved the rest of the Cluster. The energy traveled along the Jove's gate network, but since the Jove had collapsed the gates connecting Jove space to the rest of the cluster, the truly destructive energy couldn't make it into the rest of New Eden.

Anyway, given that there were only a few hundred, maybe 1,000 Jove left at the time, however, they probably cared a bit less about the collapse of their stargate network than other races might have (especially since they have their own wormhole generators derived from Talocan technology). And because of the fancy schmancy energy-transmission tech that the Talocan set up, we were able to see the explosion across the Cluster in real time. Another result of the explosion is that the energy that poured into the wormhole network through the devices connected to the Dyson swarm shook loose

a few more Talocan-settled systems and connected them to the standard wormhole network; these are the so-called shattered systems found in Anoikis as well as Thera.

Speaking of Thera, we didn't get many answers about that place. CCP has assured us that Thera is an important part of the storyline, but it looks, at least in terms of what went down with Caroline's Star, like the damage we see in the shattered systems and Thera were merely collateral damage from the supernova.

We still have a few unanswered questions about all of this. We still don't know how or why the Sisters of Eve got to Thera before it joined the Anoikis wormhole network (not to mention the Sansha getting in elsewhere), or why Thera has more wormholes than the normal system. We also don't know what they found that warranted the Sisters building 8 different stations to study what they found there. And while we can assume that the Thukker caravan that somehow made it to Thera got there during the Seyllin incident, we don't know how they fit into the Thera storyline.

What we DO know, however, is that Rhavas is a dang genius.

Calendar

I realize that I swap a lot between saying years in the traditional AD system and in the newer YC system, but I'm working off of what the timeline gives me. It's easier to keep it set that way rather than referring to YC -18,000, which just seems silly to me. In any case, I just wanted to make a brief note on the timekeeping system used in New Eden. YC refers to the Yoiul Convention, a timekeeping system established aboard the Jove ship *Yoiul* in 23236 AD. The new calendar, which is used to transact all space-based business, was established to simplify things when time is of the essence (since each empire had developed their own calendars based on each planet's own length of year and length of day). Through complete accident (I'm sure), one of the few things Amarr scripture preserved from the very early days of settlement just happened to be our classic Gregorian calendar, down to what day corresponds to January 1, leap years, and when midnight happens. Those crazy Amarr.

When the time came to negotiate a universal time system, there were a number of factions advocating different calendars. Some wanted a completely physics-based calendar, based on some celestial source. Others wanted to set the clock to the human body's natural 25 hour clock. And the last set, known as the traditionalists, wanted to align New Eden's calendar with the ancient timekeeping systems that researchers reconstructed. Obviously, the traditionalists won out in the end, and YC 0 was celebrated throughout New Eden on January 1, 23236 AD. We continue to use the system to this day. As noted in the introduction, the real life year of 2019 corresponds to the in-game year of YC 121.

Deadspace

I never really felt the need to include anything on this, but deadspace has been used a few times now in new ways, so I just wanted to throw something here about what, exactly, deadspace is in the lore. Early on, it was just a place where warp tunnels couldn't naturally form (and for the life of me I can't find the link I'm thinking of, so if you know what I'm talking about, please pass it along). Something like a sandbar in the depths of space, which made it natural hiding places for pirates and other ne'er-do-wells, since there was essentially only one 'entrance point' to these areas (which is why your ships always get redirected there). And so this lore stayed for quite some time, and it was necessary lore but kind of boring so I never brought it up in here.

But recently in recent days the lore around deadspace has been expanding. This started with the introduction of abyssal deadspace, which ~~CCP Burger~~ CONCORD has explained (I appreciate that Angry Concord Guy has been so active as of late) as pockets of deadspace so deep as to almost have been pinched off into pocket universes. And in the YC120 Halloween event, there were some item discussions about 'intermediate depth deadspace pockets' halfway between normal deadspace that we run into in missions all of the time and the abyssal pockets, that ended up having strange effects on minerals left there. These 2 pieces of updated deadspace lore have transformed it from a weird local phenomenon into more of a classical subspace/hyperspace type ulterior dimension. Whether more expansions on deadspace are coming have yet to be seen.

Naming Conventions / Languages

One of the things I wanted to touch on was how to set up appropriate names for the bloodlines. Most of the bloodlines developed on completely separate worlds, and as

such, they developed their own languages through the Dark Ages, and they continue to use those languages today. Of course, from an in-game perspective, the use of different languages doesn't matter thanks to the development of translation software in our ships (though why local remains untranslated remains an open question). Regardless, crafting appropriate sounding names is an important aspect to most RPers, so I've included a brief review of most in-game languages and names. I should mention that most of this research was done by Seismic Stan in the course of preparing his excellent in-character (though now, sadly, defunct) website at Tech4 News, which is dedicated to covering news from a non-capsuleer perspective, though there are other excellent player-researched sources out there.

Before I dig into these, I want to again mention that these should only be seen as very general guidelines. In modern day New Eden, cultures are mixing like never before, meaning that there is no particular reason why a Gallente couldn't have an Amarr sounding name, or vice versa. And, of course, given that our own planet has developed hundreds of languages over the course of human existence, these rules are by no means the only ways to create names.

Amarr: Little is known about the native Amarr language, and what little we do know can seem at times contradictory (though that hasn't stopped some intrepid players from attempting to put together a more comprehensive language). Still, it appears that True Amarr names often have a Persian or even Farsi feel to them (somewhat oddly, given their Catholic origins), while Khanid seems to have a more Mongolian background to it. I unfortunately wasn't able to find any information on the Ni-Kunni.

Minmatar: Given the tribal background of the Minmatar, it should be unsurprising that language probably varies from tribe to tribe, though since they all developed on the same world (originally), there's probably also a unified Matari language. That being said, there's still some patterns apparent in the various tribal names. The Brutors tend to have a Maori feel to them, while the Sebiestior (somewhat randomly) seem to be derived from Nordic names. The Vherokior seem to derive from Urdu names.

Gallente: As might be expected, the Gallente language and names seem to derive mostly from French roots, with perhaps a Gallic influence to them. The Jin-Mei, meanwhile, seem to have Chinese-derived names. The Intaki language, derived from Indian origins (though with obvious French influences), is a bit special. The language has been surprisingly well-developed by RP groups, to the extent that entire pages have been dedicated to the language. To my knowledge, no other in-game language has been developed to such an extent, but if that's incorrect, please feel free to let me know.

Caldari: We've only seen snippets of the Caldari language in the Prime Fiction (helpfully aggregated here). What little we've seen suggests a combination of Finnish and Japanese influences, however.

Triglavian: As I noted in their section, we actually have the Triglavian language down pretty well. It's mostly just transliterated English (translation chart available here), but even the transliterated stuff has this delightful poorly-translated-Soviet-Russian feel to them, with mentions of sobornost and poshlost and narodnya. Unsurprisingly, there's a strong Slavic bent to much of the words and names we've seen from them.

The Other

We should probably come up with a more inventive (or at least metaphorically less-transparent) name than the Other, but I guess "hyper-intelligent AI that has no tether to or understanding of the human condition and therefore is antithetical to humanity" doesn't exactly roll off the tongue as easily. To explain what the Other is, a short recap of the Sleepers history might be helpful. In summary, the Sleepers live in the Matrix (they call it a construct, but whatever), where they have a few rules. The main one for our purposes is that no Sleeper shall exist in the Matrix without having a body in the real world to return to. The Other developed within the Matrix as a fully independent artificial intelligence that threw off the strictures of one-mind-one-body long ago (whoops). And because the Other wasn't really born of human (or Sleeper) parents, it has no reference to things like human emotions or drivers. Instead, it seems rather, uhh, genocide-y (think evil machines from the *Matrix* instead of good machines from the *Culture* series).

Indeed, much of Der Überchronicle is spent hyping up the danger of the Other (whether there is just one Other running around causing a muck or there are multiple of them is unknown and probably beside the point for our purposes). We're told that "the artificial sapient [because calling it 'the Other' outright is a bit too easy I guess] is

almost certainly a high level entity capable of multiple simultaneous intrusions", meaning that it's capable of possessing multiple people (as it did with Empress Jamyl) simultaneously. We're further exposited to note that the Other "'is a severe existential threat. Its sentience quotient must be at least 15 positive.' 'Several points more I should think,' interrupted Veniel." Rhavas was kind enough to link to the sentience scale mentioned here, while noting that humans end up around a 13. So the Other is not only possessing people, but is super smart too. Ladies and gentlemen, we've found our new Big Bad.

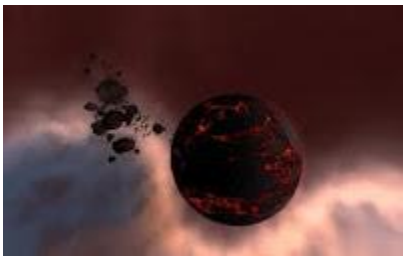
The Other's ultimate ends are unclear at this moment, though it is rather dryly noted that its interests are almost certainly "inimical to the interests … of the New Eden cluster". We know that he was directly responsible for the harvesting of the Sleeper implants that led to the development of the DUST soldiers. We also learn that Jamyl was better than we thought about all of this. Rather than fighting or directly opposing the Other as it battled her mind, she eventually accepted the Other's presence and worked with it; seeking to disrupt it's plans from within, so to speak, rather than outrightly opposing it. Indeed, it's heavily suggested that the lead up to her assassination was nudged into action by the Real Jamyl, knowing what the end result was likely to be. I have to admit, that's a class move by her if it's true.

But it's not all doom and gloom, at least. Both the remnant Jove and the Society of Conscious Thought are not only aware of the Other's presence, but actively scheming against it. And, apparently, we have at least SOME method to detect its presence in someone (as demonstrated by the Society's scan of Jamyl shortly before her demise), though it's not too difficult to imagine how this leads to a witch hunt of sorts across the Cluster as we try to find out where else the Other has its hands (AI appendages? Manipulators?), so to speak. Additionally, although the Other has a basic grasp of government, it doesn't really understand what motivates much of humanity. It's noted that "it is probable that the entity views the religious mode of thought through the prism of power and politics alone", suggesting that the Other doesn't understand WHY religion is such a powerful force (at least in one corner of the Cluster). So it's rather easy to see how this could turn into one of those "it's our very humanity that shall be our own deliverance" deals that pop up every now and then. Anyway, long story short, MACHINES ARE BAD EVERYONE.

Interestingly, the Drifters are pretty anti-Other (given that they, ya know, assassinated Jamyl in an attempt to get the Other), though why this is so is pretty unclear. But we know little of the Other's current whereabouts, or what happened to it after the Drifters struck in Safizon. While the Drifters remain opposed, we don't know if the Other is trying to work the Triglavians (in either an 'the enemy of my enemy is my friend' kind of way or just a 'you're my friend' kind of way). But we probably have not seen the last of this particular Bad Guy.

Seyllin Incident/Isogen-5

There's one last topic to discuss before concluding. It used to be kind of set off on its own, but given the developments surrounding wormhole space, it's not as isolated a topic as it used to be. I'm talking, of course, about wormholes and the fateful day that they first opened to us citizens of New Eden.



March 10, YC 111 started as an ordinary day, but it certainly didn't end like one. Before the day was out, 10 separate class-O stars across the Cluster simultaneously suffered what astronomers have rather boringly termed "main sequence events." In reality, these "events" were massive explosions, creating coronal mass ejections that were powerful enough to destroy the first planets in these systems. The broken husks of these shattered planets can be seen even today in these various systems (Rhavas has done an excellent and in-depth study of all known shattered planets in his Shattered Planet Datacore). Of course, anything merely man-made had little chance of surviving events that could destroy planets. While a number of systems were thankfully uninhabited, we do know that an ORE survey team was destroyed, while a Thukker caravan should have been but instead was later found in Thera. Exactly how it arrived there intact is still unknown.

These losses pale in comparison, though, to the loss of life in Seyllin. Seyllin I was a small but successful Federation mining colony housing roughly 500 million people on it. Troubles first arose when the local solar monitoring satellites dropped out of contact, followed by the colony itself a few minutes later. This was due to the massive electromagnetic pulse that essentially flash-fried any inhabitants on the sunward side of Seyllin I. However, a significant number of citizens were on the dark side of the planet, protected from the pulse by the planet's sheer bulk. It took a while for both the Federation and others to figure out precisely what was going on, wasting precious moments that could have been used to evacuate citizens from the doomed planet. Finally, the Federation Navy, assisted by the Sisters of EVE and other factions (including, notably, the Serpentis), managed to begin lifting some citizens, but not nearly enough. Only 843,000 out of a population of 500 million were ultimately saved from Seyllin I.

Governments and scientists alike were, naturally, eager to determine just what caused these "events." Eventually, the signature of a rare substance known as Isogen-5 was found at the site of each explosion. Isogen-5, a rare isotope of the somewhat more common Isogen, is an extremely unstable substance (if that wasn't obvious from the, you know, massive explosions it caused). We're not entirely sure who or what placed the Isogen-5 near the stars, but there's at least one proven case (though not one that's known publicly, to my knowledge) where rogue drones were hoarding the substance, apparently under the command of Empress Jamyl (who had yet to make her return to

Cluster politics following her apparent death), to power the Terran superweapon that she used to devastating effect in the Battle of Mekhios against the Elder Fleet. Prior to her return, she tested her superweapon once on a Blood Raider fleet, with a similar result. Why the drones were following her command, when other rogue drones have shown little proclivity for working with organic beings, is a mystery. There is at least some evidence that the March 10 detonations were, in fact, an accident. Under this theory, one of the Isogen-5 caches made by the drones under Jamyl's command accidentally detonated, which set off a chain reaction amongst the other Isogen-5 caches. However, that theory doesn't quite explain why some shattered planets are found in wormhole space (where New Eden rogue drones couldn't possibly have traveled to before the wormholes opened), so the question of who created the caches there in the first place is still very much up for debate.

In any event, the Isogen-5 detonations did more than just kill a few hundred million people. The explosions were so severe that they ripped holes in the fabric of space-time (and dumped a heck of a lot of matter in to W477-P, leading to its early demise). Apparently random wormholes soon appeared throughout the cluster. Intriguingly, out of the trillions upon trillions of stars in the universe that the wormholes could lead to, they all lead to about 2,600 that are inhabited in some capacity by the Sleepers (we now know that wormholes are limited like this thanks to Talocan astroengineering, all hail the Great Chronicle, who altered spacetime in these system to make them conducive to wormhole formation). These systems, which collectively make up Anoikis (which, as you may remember from above, is the equivalent of w-space), are located in an unknown area of space (though *Templar One* does mention that the only identifiable objects in Anoikis are quasars, which would make Anoikis incredibly distant from New Eden). However, within hours of the first wormhole opening in Vitrauze, the Gallente were sending ships through. Soon, the empires and CONCORD all agreed to buy certain items taken from Sleeper salvage at a standardized rate. Sleeper salvage led to a number of technological advances, including Tech 3 strategic cruisers and the technology needed to create the immortal soldiers in Dust 514. Needless to say, research on Isogen-5, Anoikis, and related areas is still ongoing (including a project by yours truly!). How all these pieces truly fit together may never entirely be known, unfortunately.

Conclusion

Well, that about wraps it up. I confess that after writing all of this, I'm ironically not entirely sure of the best way to conclude. Some grandiose statement on the interconnectedness and depth of New Eden's story seems appropriate, but it turns out that Seismic Stan already said everything I could on the subject and more in his excellent foreword. But one of the things this project has taught me is that the best way to learn the lore is to really dig into it yourself. I took pains while writing this to

cross-reference to the bigger articles on the lore, but there's still so much out there that I just didn't have time or room to talk about. Dig into it, and you can see the kind of story CCP has built for Eve. At the risk of sounding cliché, there's a universe worth of stories out there to discover.

I will say that EVE has a fantastic backstory though, and the best part is that it's still being written. Whether it be the political intrigues of New Eden's null security alliances, discovering more about our past history, or the next scandal or crisis to hit the empires, the story of EVE lives and grows every day. It's one of many great things about a great game, and I had a blast putting this guide together and digging back into the lore.

I'd like to thank Seismic Stan for letting me take over his blog for a few days to post the original version, as well as instigating this guide in the first place. He acted as a constant sounding board whenever I needed it in the early days (much to the detriment to his sleeping schedule), and his suggestions and editing proved invaluable. And all of that says nothing of the promotional help he gave or how he dealt with me making hundreds of updates to the Guide. I can't possibly thank him enough. And I must thank Morwen Lagann for acting as my second set of lore-familiar eyes on this, making sure I didn't commit some grievous RP faux pas, as well as Rhavas for the fantastic work he does on his blog collating info so I don't have to, as well as proofing the guide on almost every iteration. I'd also like to thank the EVE Content Teams, past and present, that really made this possible. Without dedicated lore people such as CCP TonyG, Abraxus, Dropbear, Falcon, Affinity, Delegate Zero, Loki, and the others on the Lore team over the years, this kind of project never would have been possible (nor, for that matter, would a massive fiction portal). This Guide was as much a way to showcase their painstaking work on this as it was to summarize it, and I can't give them enough credit for the fantastic universe that they've created.

If you guys have any questions or comments, don't hesitate to contact me in game or out of game. My contact info can be found on my website, and I check twitter constantly (no seriously, I have a serious twitter addiction problem. Send help). Thanks again, and I hope it you had as much fun reading it as I did writing it!